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amiga FORCE



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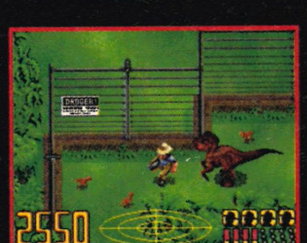
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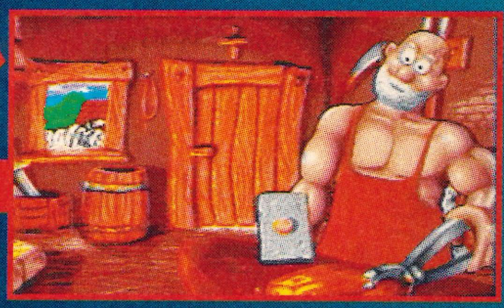


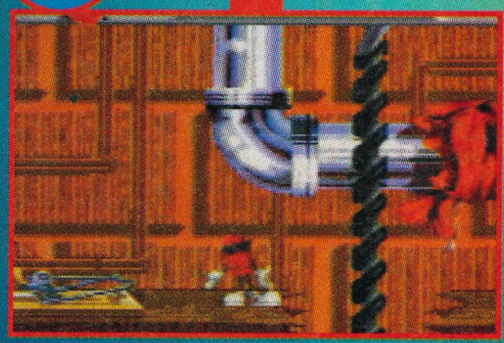
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JUST AROUND THE CORNER 10
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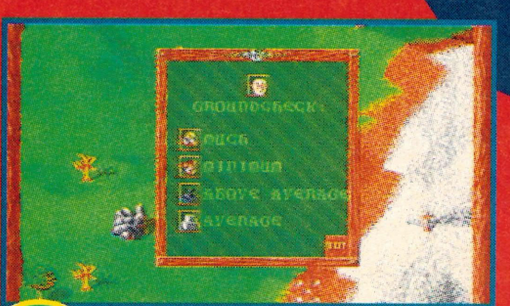


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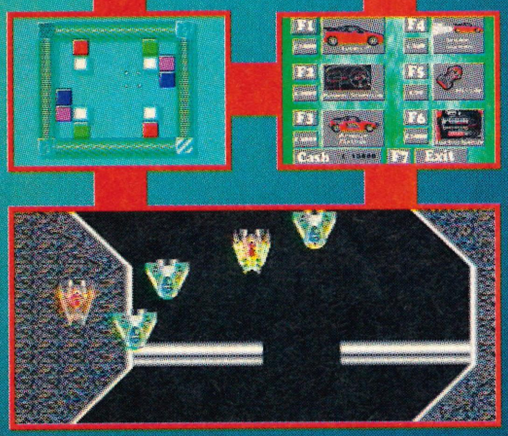
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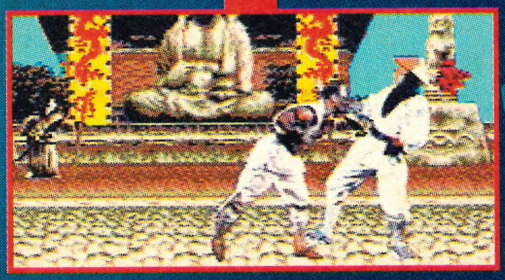
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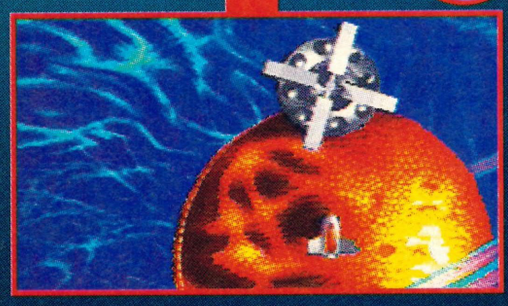


MORTAL KOMBAT 60
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amiga FORCE

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LOOK OUT FOR THE NEXT AMIGA FORCE — IT'LL BLOW YOUR MIND!

Read all about it!

NEW SENSATIONS

The New Year celebrations seem to be endless — even though we're coming to the end of the first month of '94, the quality of games ever increases and the CD32's finally being treated seriously by software houses and press alike!

We finally managed to get our hands on *Zool CD*, and, while it doesn't exactly stretch the capabilities of the CD32, it's still a cracking game, with enough modifications and additions to keep you interested! *Liberation*, *Lunar-C/Overkill* and *Sensible Soccer* are also covered — not quite a full quota of games, but at least the number being released is approaching a respectable figure!

One of the problems with the current crop of software lies with the fact that the majority are ports, albeit occasionally with odd modifications. What we really want are games created with the CD32 solely in mind, therefore forgetting the 'limitations' of one- button joysticks and 16bit power. Of course, this all costs huge amounts of development money, which would have to be clawed back at consumer level. Without the user-base, that just isn't going to happen; without really decent games, the user-base isn't going to expand. Over to Commodore, methinks — it's their machine, and some heavy development behind some mind-blowing games wouldn't go amiss.

***Settlers* wins the Rave Review accolade in this issue, having really impressed the AF crew with its in-depth gameplay. Those who found the likes of *Powermonger* and *Populous* to their liking will revel in this great new game! There's also a new footy-sim from Intelek, the team who put together *Championship Manager*, along with *Goblins 3*, *Zool 2* and much more!**

Finally, it's goodbye from all the Force crew in Devon. We're of to bigger and better things, leaving AMIGA FORCE in the hands of those nice boys in Ludlow!

CUM-AN-A GET IT!

Currently available for a cut-price £49.95, the Cumana CAX354 3.5" disk-drive below appears to be the perfect answer for those wishing to end those disk-swapping blues. As slimline as second drives are likely to get, the CAX354 is an affordable and robust little unit, perfect for the first-time-buyer (crikey, we sound like an estate agent!).





IN A DAZE

Programmed by Silmarils, those people behind *Ishar 1* and *2*, *Ishar III's* due out in March/April from Daze and could well be the best of the bunch. A host of features, additions and innovations are promised — select a team from 100 different characters, create magic potions, become caught up in real-time fights, utilise teams from earlier games, and basically get caught up in what looks like one very absorbing adventure. Look out for a playtest in the near future!

Other Daze goodies on the horizon include a footy-management sim and *Robinson's Requiem*. Check out the preview pages for more information!

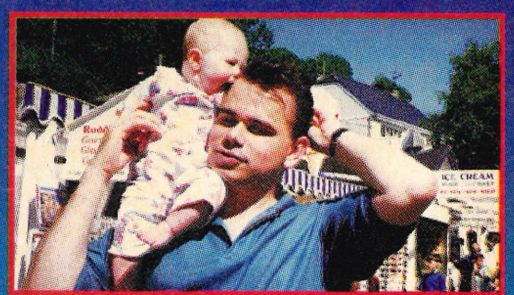
THE A-TEA

As of the next issue, the editorial control of this fine mag returns to Impact in Ludlow with Nick Roberts as editor. So it's goodbye to the fat tips boy jokes and constant digs at Ian Osborne and hello to a bright and sparkly new magazine. Thank's Devon milky, milky boys!

Chris Marke Ex-Editor

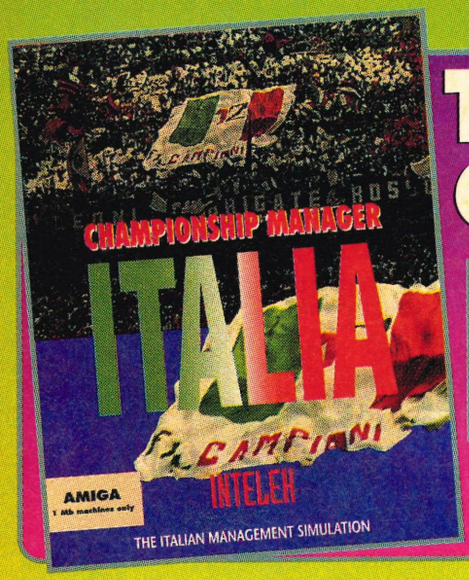


Although he supports Chelsea, this man claims to be something of a football freak. Freak we'll give — a football he is not. Once compared to a dying swan (his dives at football matches are legendary).



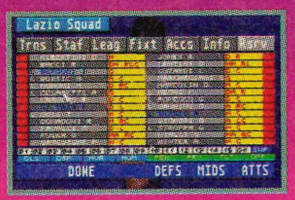
Mark Smith Ex-Managing Editor

The Arse-nal fanatic among us has a tendency to pick on those who are a) fat and b) ugly. Can be found in the toilets shouting at mirrors. Once compared to his dad.



THEY ARE THE CHAMPIONS!

News!



Championship Manager Italia's the latest and arguably greatest management-sim from those boys at Intelek.

However, unlike *Championship Manager '93*, produced by Domark, the Intelek lads are going it alone with this one, making the game available mainly on mail-order (it's worth mentioning at this point that Domark did put a few out on the shelves, albeit £8 more).

The game, a real cracker, is reviewed in this very issue. You can purchase it direct, sending a cheque or PO made payable to Intelek, at the following address:

Intelek Software, PO Box 1738, Bournemouth, BH4 8YN.

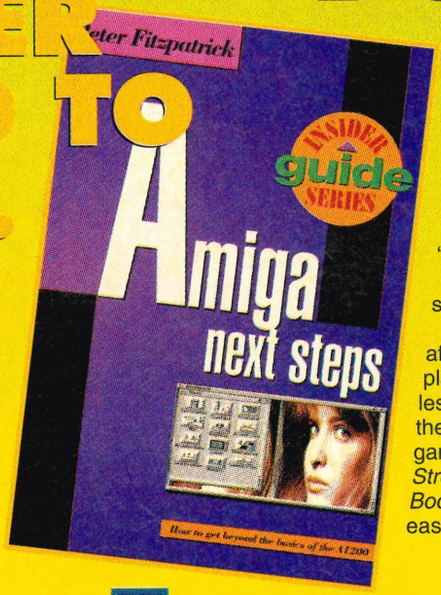
Allow 28 days for delivery (hopefully, it'll get to you a lot quicker).

For those waiting for the next instalment of what's turning out to be a classic series are in for something of a wait.

Intelek are using the next year to develop and program the sequel to CM'93. Expect one helluva game!



EVERYTHING YOU EVER WANTED TO KNOW...



If you're having difficulty getting to grips with your brand new A1200, then fret no more. Help's at hand through Bruce Smith's Amiga 1200 insider-guide — Next Steps, which takes you through the machine, offering advice on Workbench set-up, configuring the A1200 for different screen displays, details on viewing documentation and pictures in MultiView and other such things.

Retails at £14.95 and available at numerous computer outlets and bookshops.

TOUCH ME GENTLY!

The Turbo Touch 360 hand-controller's now officially the best-selling joystick of the UK mail-order market. Originally launched in the Christmas period of 1992, Hornby are obviously pleased with their 'revolutionary' star-performer.

The reasons for its success are worth noting. This baby has a touch-sensitive control pad, meaning you barely have to touch the pad for it to react.

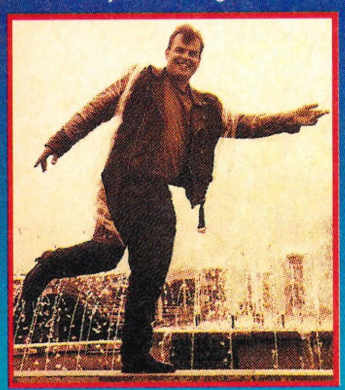
Takes some getting used to but, after a while, this makes playing some games less of a chore, while the special moves in games such as *Streetfighter II* and *Body Blows* are far easier to access.



M'94

Hayden 'Stix' Jones
Ex-Staff Writer

Ex-SEGA FORCE MEGA man, the musician of the team finally saw the light and defected to the more intellectual side of life. If only we could now convince him that Torquay United and football don't mix, we'd really be onto a winner. Once compared to Bruce Willis (they share the same hairline).





Marc Powell
Ex-Tips boy

Anoraks of the world unite! Our very own tips boy tried to get onto the Anorak of the Week spot on the *Big Breakfast* once, but he got turned away for his unphotogenic charm. Once compared to that fat bloke everybody picked on in *Grange Hill*. Still is.

Phil Wakeham
Ex-Sub-editor

The old man of the group, who obviously finds subbing the works of this group a strain. Apparently has shares in the local off-licence. Once compared to Oliver Reed.

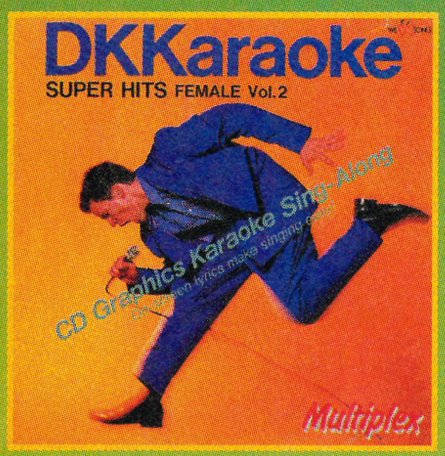


News!

MOUSE IN THE HOUSE

Quickshot, famed more for their responsive and reasonably-priced joysticks, have recently made available the Mouse 122 (right).'Ergonomically-designed for maximum comfort' (or so it says here!), Mouse 122's compatible with most Amigas and priced at £14.99.





KARAOKE KRAZY!

Purveyors of style and fashion-leaders refute the effect of Karoake machines, yet those people at Arbiter Leisure still believe there's life in the old chestnut yet, making 20 disks available for use on the CD32. There are Super Hits Male Vol 1 (Chris' personal favourite, including the likes of *I Write the Songs* and *My Girl*); Golden Duets (Smith and Stix do a wicked duet on *Too Much, Too Little, Too Late*), plus others, including Hits of the '60s and Country Hits.

We were lucky enough to also receive Super Hits Female Vol 2; then again, maybe it wasn't so lucky after all, since the tips boy is prone to break out into a verse of *Like a Virgin*. It's enough to put you off your food!

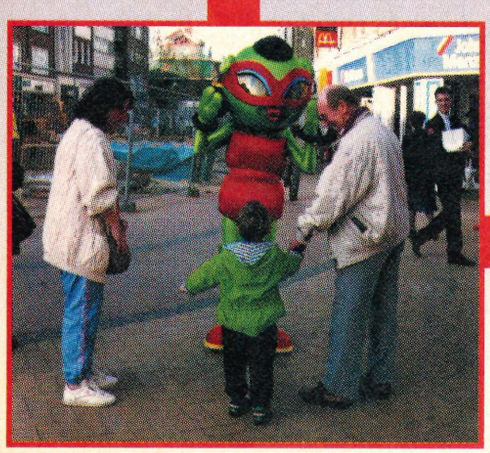
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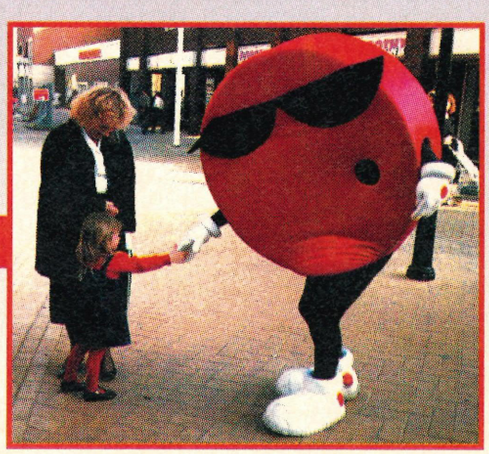


Late news is better than no news (sort of), as it recently came to our attention that Special Reserve, those mail-order specialists, recently opened a spiffing new 2000 sq ft shop in Chelmsford.

Games, machines and more games now grace the sleepy Essex town, with opening hours from 10am to 8pm seven days a week. You'll need to become a member to purchase at their special prices, although you can do all that on the spot when you pop along for a visit.

What's most intriguing, though, are the sad lads who decided to dress up and make a day of it. Unfortunately, their dress-sense left much to be desired…





Top 20!

ELSPA CHARTS

PENGUIN

COMPILED BY GALLUP . SPONSORED BY PENGUIN BISCUITS

Frontier's still at the top of the charts — don't say that we didn't tell you it would be (but we didn't!).

1	**Frontier: Elite 2**	Gametek
	Premier Manager 2	Gremlin Graphics
3	**Championship Manager**	Domark
	Cannon Fodder	Virgin
5	**Monkey Island**	Kixx
	Alien Breed 2	Team 17
7	**Micro Machines**	CodeMasters
	Mortal Kombat	Virgin
9	**Championship Manager '93**	Domark
	Body Blows Galactic	Team 17
11	**Zool 2**	Gremlin Graphics
	Sensible Soccer '92/'93	Renegade/Mindscape
13	**Alien Breed: Special Edition '92**	Team 17
	Striker	GBH
15	**Project X**	Team 17
	Putty	GBH
17	**F-117A**	Microprose
	Trivial Pursuit	Hit Squad
19	**Graham Taylor Soccer Challenge**	Buzz
	Goal	Virgin

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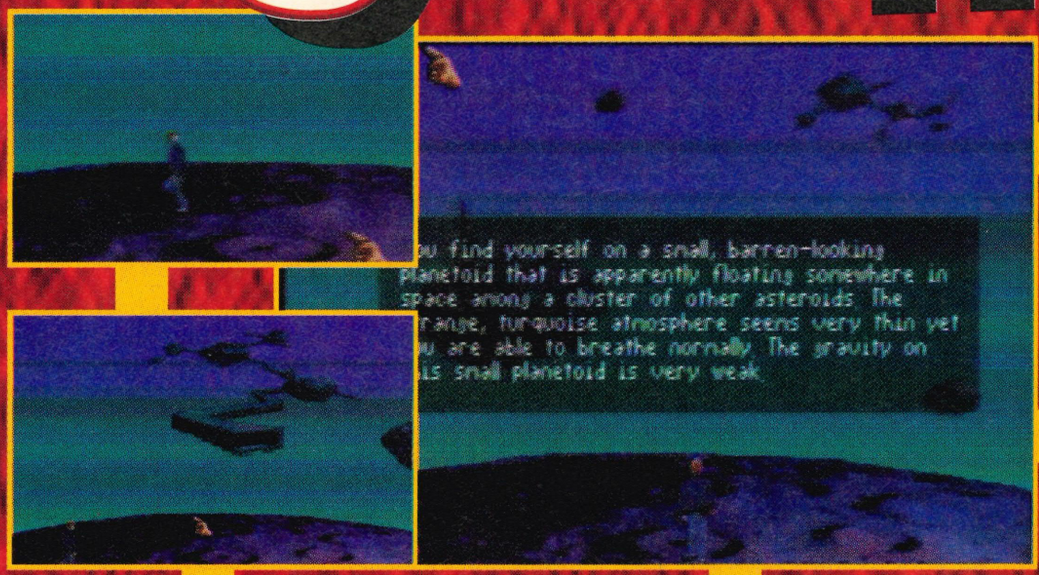
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Just arou the Corn

AMIGA FORCE takes a snapshot of new releases waiting in the wings. We focus on the sprawling *Universe*, while also taking in *Dennis and Gnasher* and the futuristic survival-sim, *Robinson's Requiem*.





UNIVERSE

■ Core Design

Universe is the latest release from Core Design. We've managed to get our hands on a nifty playable demo of the game, and jolly good stuff it looks, too!

The game itself is the sequel to Core Design's first adventure role-playing game, *Curse of Enchantia*. As with its predecessor, *Universe's* format is very simple. It's basically a point-and-click, icon-driven adventure game, but the big difference between the two is that this time there's added text helping describe events to the player.

The story behind *Universe* is also very similar to *Curse of Enchantia*. The scenario revolves around the terrible plight of an ordinary lad, much like any of the guys working here! On second thoughts, we may be pushing the comparison a little too *far*, looking at some of the weird and not so wonderful creatures that inhabit the darker recesses of these offices!

Anyway, this ordinary Joe's been dragged into another dimension by some powerful force or other. It was created when the fool messed with his crazily eccentric Uncle's mechanical invention. The name of this creation's the Virtual-Dimension-Inducer. By tampering with it, our young hero, called Boris by the way, is transported through time and space, arriving in a strange futuristic parallel.

Your task's guiding Boris through the alien cosmos in his quest to bring about the downfall of the cruel Emperor Neiamises, whose ongoing war with the mysterious Mekalien Empire forms the backdrop for the game.

On his travels Boris may be either helped or hindered by various alien and not-so-alien characters. He must evade Neiamises' hostile armies who rule and oppress the indigenous populations of this dimension. The only question is — can the poor young lad ever find his way back home to our cosy dimension?

From the goes we've had on the demo, this seems to be a really playable game, with overtures of the great *Flashback*. Moving around the world's very simple. All it requires is pointing the cursor to the destination and pressing FIRE on the mouse. Boris then moves to the desired spot.

Across the bottom of the screen are icons depicting all the actions Boris can undertake. There are seven icons in the first menu, including Action, Communicate, Look and Pick-

Ind er!





Up. By selecting one, you access further icons offering the different responses to the first command. For example, Action allows you to jump, duck, attack and use Boris' mind to overpower enemies.

Once you click on one, the cursor returns to the main action screen and you point to the place you want the action to occur. If you want Boris to jump on a passing asteroid, wait for it to reach him and press the mouse-button after selecting the Jump icon. It's all very simple and we found the game extremely addictive, even in its unfinished form.

The game features 3D-rendered animations and arcade-style sequences. For the techno-buffs among you, *Universe* also uses an innovative SPAC 256 colour system, which runs on all Amiga formats, including the A500. It's able to display *Universe's* digitised, hand-painted scenes and their detailed, mood-setting background animations to full effect. Or so Core tell us!

We *do* know the animation looks to be top-quality, with Core promising even better things to come. Let's hope they aren't hollow promises. *Universe* is shaping up to be an outstanding game and we don't want to be disappointed. Expect the release over the following month and a full review next issue.

DENNIS AND GNASHER

Alternative

Were you or are you still a reader of that legendary comic, the one and only *Beano?* If so, you know all about the dastardly antics of Dennis, every mum's nightmare.

Well, look out! The Menace smashes and bashes his way onto the Amiga in the forthcoming release from Alternative. Accompanying him in his very first home-computer game's his trusty dog, Gnasher.

There are over a million members of the *Dennis the Menace* fan club and they're all dancing in the streets because of the imminent release of their hero's own game!

Alternative are pretty proud of what they've achieved so far, describing the game as 'something different'. For a start, they've resisted the urge to produce a bog-standard platform adventure. Instead, Dennis and Gnasher are brought to the screen in a series of 3D isometric adventures.

Like the comic, all the action takes place in Beanotown. It's said to be a massive environment within which every character from the comic has his or her own house. For example, Mini the Minx has a house shaped like her distinctive beret.

The thrust of the game's menacing the inhabitants of Beanotown. Even now, Mark's rubbing his hands in glee. We already know he terrorises Torquay with his arsenal of children's weapons! Now he's looking forward to the computer game that also uses playthings such as stink-bombs, water-pistols, catapults and pea-shooters. All in a world of bright, colourful graphics and fun-filled music and sound effects.

With packaging designed and created by the same artists producing the weekly comic, this looks like being a hit with young and old fans alike. Expect more news very soon — until then, tighten those catapults and keep those water-pistols full to the brim!

MANIPULATING BORIS

Boris can turn his hand to a number of actions with just the press of a single mouse button. Here's a run down of just what the heroic little chap can get up to...

MANIPULATE



Click on this icon and numerous other options appear. These enable Boris to eat/drink, push/pull, insert (oo-er missus!), wear, throw, give, attach/join, use (especially for those items that you've just picked up!), operate, open/close (leave no gate open...), and examine. While not used until you actually get further into the game, a well considered combination of these commands will prove vital to your success!

INVENTORY

When you're not sure just what Boris has in his pockets (or anywhere else for that matter), refer to the inventory icon for an update.



PICKUP

Pretty self explanatory — you see an item, you pick it up! Of course, many items are pretty useful, others rather useless. A few are downright deadly!



ACTION



Our Boris likes a bit of action. He can leap (quite a way, due to a very low gravity), duck (just in case an asteroid or projectile is heading his way), attack (some areas can get pretty hostile), or use his mind to get his way (quite an imagination has Boris!).

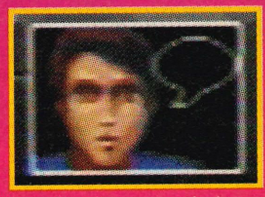
LOOK

Being a strange world, there's plenty to look at and figure out. Boris has 20/20 vision, which is a good thing considering that he has to study asteroids, settlements and planets from afar much of the time.



COMMUNICATE

When Boris comes into contact with other beings, his gift of the gab proves invaluable. He can whisper, talk or even shout, while he also has this pretty cool skill which allows him to throw the odd mind bolt or two. Beware of using this skill against the wrong being, though, whether it be friend or foe.



ROBINSON'S REQUIEM



ROBINSON'S REQUIEM

Silmarils

There's another of those survival-simulations looming on the horizon — and bloody good it looks, too! *Robinson's Requiem's* the title to look out for and it's being hailed by Silmarils as: 'The ultimate test of human endurance in an alien world'. Hmm, we always thought that was standing on the shelf at White Hart Lane during a Spurs v Arsenal match and cheering on the Gunners, but that's another story!

Robinson's Requiem is set many light years in the future, in a time when man's spreading his wings ever further across the galaxy. You take the role of government agent, Robinson, sent on a reconnaissance assignment to a mysterious unknown planet.

The only problem's you swiftly work out the whole mission's a trap set by your own evil government. They want you out of the way and see this as the cleanest method of disposing of an agent without incriminating themselves.

The planet to which you've been sent is in fact a sprawling prison, known throughout the galaxy as an 'astral Alcatraz', from which no-one has ever escaped. Wow! Heavy stuff or what? These guys are almost as corrupt as John Major's government!

The game begins with you bailing out of your ship inside a deep and hostile jungle. Equipped only with a survival kit, which includes medicines, tools and a micro-computer, to keep you informed of your physiological condition, your aim's escaping from this barren world.

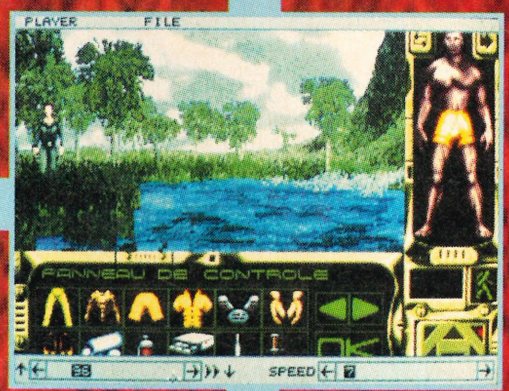
From what we've seen so far, this game looks magnificent. It's a massive panorama, with over three square miles of play area and ten different landscapes to negotiate. These include a North American Forest, an Extra-Terrestrial Village and a Lunar Volcano.

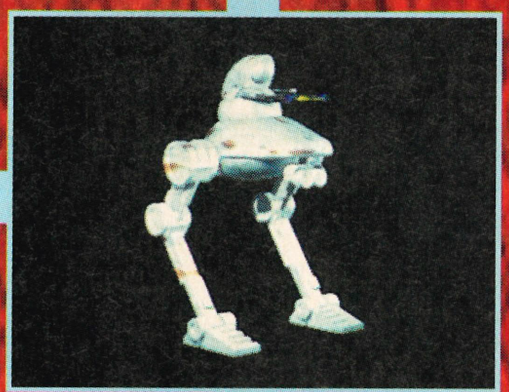
There are also plenty of nasty creatures about, such as dinosaur-type hybrid monsters, whose flesh Robinson can use for meat, and fur he can use for clothing. It's also a good idea looking out for the prisoners who have been dumped on the planet and left to rot. As you might expect, they're a bit peed off and aggressive. Other hazards are the vicious Cyborgs responsible for protecting and maintaining the prison.

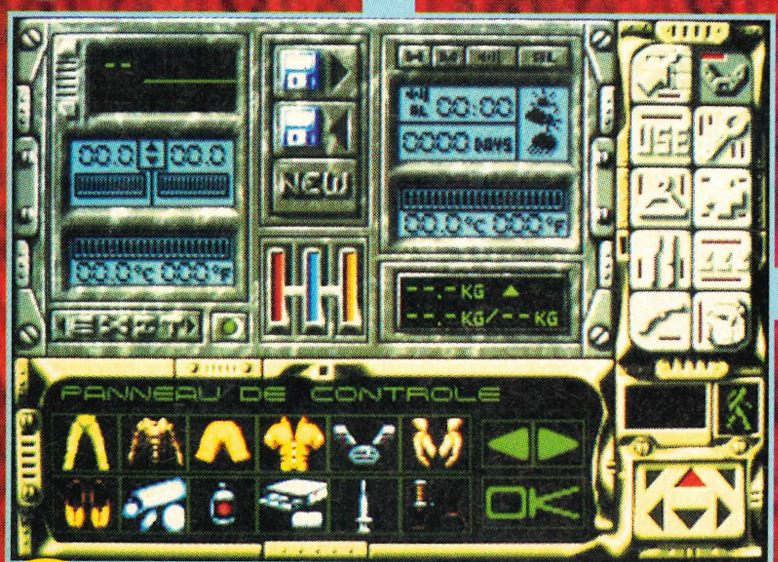
The name of this great-looking game's survival. Robinson has to do anything to escape from the planet. Silmarils say if this means amputating a limb, you have to do it. Don't worry too much — all the right medical equipment's stored in your kit!

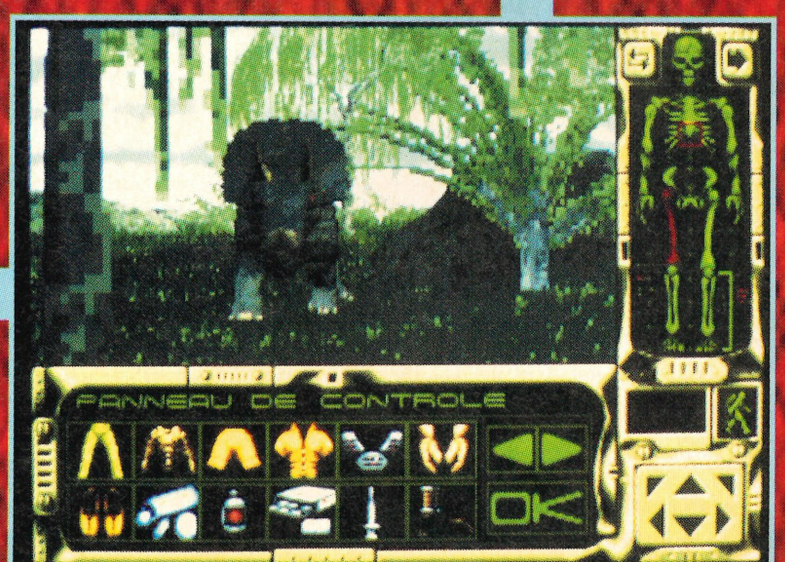
This looks like being a winner. The world it's set in appears to have just the right atmosphere for a survival-sim of this nature.

The game's due for release towards the end of February. If the glimpse we've had's anything to go by, expect it to cause a bit of a stir. We're still not sure about this 'ultimate test of human endurance' business, though!









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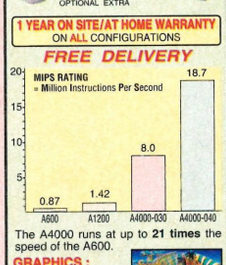


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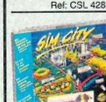
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Rave review!

amiga FORCE rave!

The S







■ In the beginning there was the castle. All around the fields were green, but then the Settler's village began to grow and grow...

Tip time!

■ Always keep an eye out for messages, indicated by a flashing letter appearing in the bottom-left of the screen. These tell you what's happening in the world and give advice on how to counteract certain events. ■







Blue Byte, £TBA

The Settlers is the latest God-simulation on the market — and bloody good it is too! It's the sort of game you can play for hours, becoming so engrossed you don't even realise the time's flying by. Having made it clear from the off that I'm a big fan of Blue Byte's latest game, I suppose I'd better explain why. It's my job after all!

The game's a massive affair with loads of options to use and actions to monitor. Basically, the scenario's building up a Town around your Castle. *Settlers* is set in ye olde Medieval times and your role's deciding where to build and who does what job. There are butchers and bakers but no *candlestick-makers*, foresters and woodcutters, steel-workers and armourers. The list's huge.

You decide when to start production of a particular material because every action has a knock-on effect. It's no good building a Goldsmith's, for example, if you haven't already got a Goldmine up-and-running.

All the action takes place in a specific time-frame. You can see the buildings gradually taking shape — first the foundations are placed, then a wooden frame goes up, before the bricks are put in and the building's complete.

Graphically, the game's superb — the men may only be tiny, as they go about their business, but the attention to detail's excellent. As the different buildings are constructed, you watch the little guys swarming all over them, hammers flying. It's great fun, with some excellent sound effects, such as the noise of sawing wood and the grunts and groans of the workers as they toil in the sun, adding to the industrious atmosphere.

Settling down

You begin the game by deciding where to construct your Castle which serves as headquarters for all the different businesses. It's vital to choose the Castle-site wisely; a poorly-placed Castle is disastrous for production. You need a base rich in natural resources and easy to build on. It's worth scrolling around the world checking out loads of options before deciding on your final site.

Helping you choose a location is a Geologist, on hand to give advice on the different resources available in each area. He gives a rating for underground riches, such as gold, iron, coal and granite. These resources are only found in the mountains, so build near them. If his ratings are all between above average and perfect, it's a site worth considering; below average and it's best to move on.

It's also important taking the terrain in an area into consideration. Obviously, it's best to look for a relatively flat area for building, although it has to be fairly close to the mountains and underground riches. There also have to be raw materials close to the Castle, such as trees and granite for new house-construction.

> "Well-implemented and superbly designed"

The importance of the underground riches decides your strategy. As you progress, the raw minerals are vital for tool-production and, should you be attacked, weapons.

Once the Castle's in place, it's time to get building. Using the mouse, scroll round the terrain checking what can be built where. A Castle icon means any of the buildings, from a Garrison to a Fisherman's hut, can be constructed on this piece of land; a House icon indicates only small dwellings can be erected and a Flag tells you the area cannot be used for building. There are 24 different buildings available, all of which need to be constructed at some stage to create a complete Town.

The first stage's probably getting some mines set up. These give the Town the raw materials to construct other dwellings, work implements and weapons. It's also wise to get your Forester and

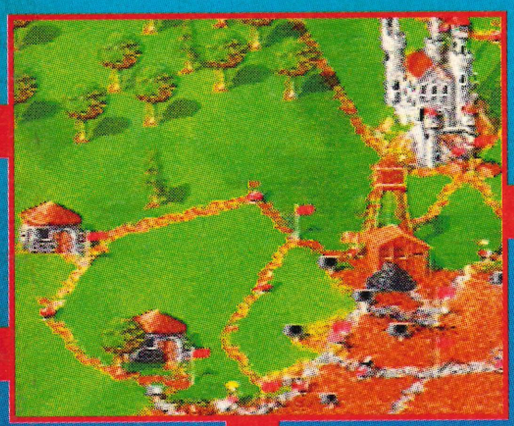
ettlers

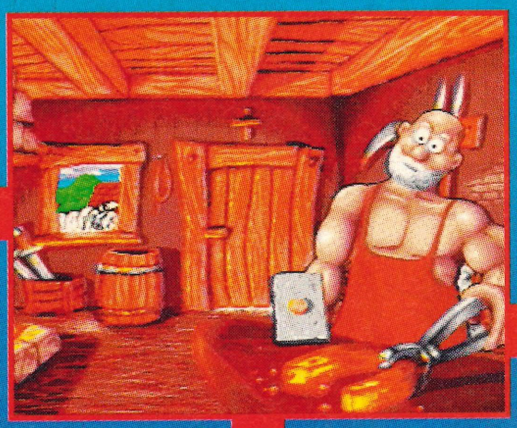
Rave review!

Mark! ■ What a terrific little game! I didn't really expect too much, even after reading the accompanying bumf — it sounded very much like a *Populous/Powermonger* derivative. But *Settlers* is more than just a clone — it adds many new ingredients to the genre, such as building development, community expansion and many other ideas which don't just involve combat.

The depth's laudable, offering many surprises without being so complicated as to be baffling. There are charts, graphs and such things to study, but, with familiarity, they add to rather than detract from the enjoyment.

All in all, a fabulously addictive game, well worth shelling out your dosh on! ■





■ The Blacksmith is a vital member of the community, without whom the armies would have no weapons and the workers would have no tools. Simple really. Build your Blacksmith a home...Nuff said?

Woodcutter working on stockpiling wood and the Stonecutter doing the same with Granite.

Each time a site's chosen for a new building, it has to be connected to the rest of the Town by road. The roads run between the flags, marking the edge of each building. If they're not built, the little workers cannot get to the new construction-site and work's delayed.





Sensible strategy's vital

As I said, everything in this complex game's linked. For example, there's no point building a Butcher's unless you already have a Pig Farm to get meat from. Similarly, to produce weapons you need a Steelworker and an Armourer. This makes for a game requiring plenty of intellectual thought. What do you build first? Are you going to concentrate on agricultural growth, industry or creating a powerful army. Charts show you which production you're concentrating on. Raising and lowering the levels changes the production emphasis to the desired area.

Plenty of statistics help keep tabs on what's going on — there's information to access via the icons at the bottom of the screen. You can check how many buildings are under construction and which are now producing products, an important menu once the Town begins to grow. It's easy to lose track of what's going on where without it. Plenty of graphs show the production levels of different items.



Another option available is attacking enemy buildings. You need plenty of Knights to achieve this. The first step's to build Garrisons, Watchtowers and Guard-Huts near to the enemy base. Then you can train the Knights to attack opposing forces. Remember, though, the enemy also attacks you, so don't leave the Town defenceless!

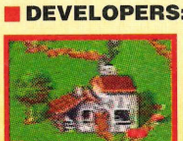
As you may have gathered, this is a game with a great deal of depth. Everything takes a lot of time to get used to. It's a good idea to practise in the training mode before attempting a real scenario. I can't recommend *The Settlers* highly enough. Great idea, well-implemented and superbly designed. Need I say more?

Chris!



amiga FORCE Rating!

■ **DEVELOPERS: IN-HOUSE**



■ **DISKS: 3**
■ **PLAYERS: 1**
■ **GENRE: GOD SIM**
■ **1200 COMPAT: YES**
■ **HD INSTALL: YES**

■ **An easily accessible and massively entertaining sim.**

94

Letters!

FORCE nine mail

We're back! All in one piece, despite the demoralising defeat inflicted upon us by TUFC Supporters' Club. We went down 5-2, with Stix and Jase scoring the goals. Chris squandered a hatful of chances, while the lad Smith did his best in goal. It was only the ineptitude of the defence (the lack of it, actually) that led to the other team cracking home so many. Too many had *designs* on glory...
Send your little anecdotes and digs to FORCE NINE MAIL, AMIGA FORCE, Impact Magazines Ludlow, Shropshire SY8 1JW.

THANK YOUR CLUCKY STARS

Dear FORCE Boys
I have recently bought *Alfred Chicken* but I keep getting killed. Is there anyone out there who could give me a cheat?
Anyway, I think the mag is excellent and you should keep the cut-out 'n' cheat cards (despite what others say).
Darren Kieg, Clwyd

■ Well, Dazza, as luck would have it, we have a load of tips on *Alfie Chicken* in this very issue. Can't say fairer than that, can we?
Chris

CHEESED OFF FROM CHESHIRE

Dear AMIGA FORCE
This is the second letter that I've sent. Wish I knew what happened to the first, maybe it got ripped up by someone? I would be grateful if you could find a picture of a person and print it in the magazine so, I can throw darts at him.
Neil Furnival, Cheshire

■ Ah, the culprit here would be our Mr Powell, as your letter concerned tips did it not? I daren't print his picture as it would scare off too many readers, and I don't think I'm allowed to send such a monstrosity through the post. Fret ye not, though — we'll throw the darts at him for you!
Chris

SYNDICATED QUESTIONS

Dear AMIGA FORCE
I was wondering if you could answer some of these questions?
1 Do you know the best place to get games?
2 Should I get a HD or External Drive?
3 Why get a monitor when a TV gives pictures just as good?
4 Will there be a mission-disk for *Syndicate*? I really hope so!
5 Will you please continue your *Syndicate* tips for all missions?
That's enough questions. Ahhh, yes, constructive criticism. Could you have a page for people who want to sell things? Also, could you definitely not have disks, no matter how many people ask you to! If you can't keep getting as many cheats as you have, then don't repeat them. Keep the cards and books as long as you can. Other than that, please stay as you are!
Tim Wheatley, Lincolnshire

■ Thanks for the comments and praise, Tim! Just for that (and because you said please!), here are the answers to those queries:
1 Either your High Street store, where returning faulty games is all the more easier, or check out the ads in AMIGA FORCE, where you may find the odd bargain or two!
2 Grab yourself a hard disk if you've various adventure games using a multitude of disks (HDs are imperative for earlier Sierra games). A second disk-drive's by no means essential but it saves much disk-swapping.
3 Actually, a TV picture's by no means as good as that of a quality monitor. It may seem like a bit of a luxury, but the difference in sharpness, quality and clarity between a medium-res monitor and a television is very noticeable.
4 Uh-oh! — we seem to have reported a non-event here. There is a mission-disk for *Syndicate* but it's for the PC version only, I'm afraid. Sorry!
5 I'll have a word with the tips boy and see what I can sort out.
Chris

TIPPING BODY BLOWS

Dear AMIGA FORCE
I think your mag is the best out there — I got the first issue and have bought AMIGA FORCE ever since!
Could you tell me if there are any cheats for *Escape From Colditz* or *Syndicate*? Thanks for the tips on *Flashback* — keep up the cheats, they're really useful.
As for Shane Daunt's letter in issue 12, concerning which is best between *SF2* and *Body Blows*, it has to be *Body Blows*! *SF2's* actual figures aren't dark enough, they could do with an outline so they show up better. That's what I think, anyway!
Andrew McFee, Worcester

■ More praise — if we're not careful, it may go to our heads!
I sense this *BB/SF2* debate looks set to run and run, but only if you have something to say on the subject, will it be printed. Take Andrew's lead and give a reason for your dislike of the other game — there's no point dismissing it without giving a valid reason.
And what about *Mortal Kombat* and *BB Galactic* — have they stolen the crown from under the feet of the others? Write in and let us know what you think. Best answers will definitely be up for the Letter of the Month award!
Chris

JOLLY POOR SHOW

Dear A-FORCE
I read your review on *Micro Machines* and thought it was very poor. You started talking about film licences which have nothing to do with the gameplay. It also deserves more than 89% — I would have given it about 97% as it's a superb game.
Also, could you review the classic *Wings*? It's a lot better than *Knights of the Sky*. I would also agree with Paul Walker of Warrington who has a superb idea of an adventure tips section — I'm having problems with *Monkey Islands 1* and *2*.
Finally, are Sensible Software bringing out a third *Sensible Soccer* as *Goal's* crap. If so, when?
John McGillivray, Redding, Falkirk

■ The problem with *Micro Machines* — and this is something both Ian and Mark pointed out — is

that, while it's unquestionably a fine game, it lacks the parallax-scrolling and technical achievement of the MD version. In our eyes, this costs points, hence the sub-90% rating. At the risk of repeating past replies, such things are a matter of opinion — after all, as my old grandmother used to tell me, if we all agreed all the time, the world would be a dull place.

We'll look out for *Wings*, although it will have to go some way to beat *KOTS*. The adventure page now has two votes — anyone else for a dedicated section?

Goal, crap? A little controversial there! Sensi Software will be bringing us *Sensible World of Soccer* over the forthcoming months, allowing you to manage as well as play in teams. You can be sure we'll be at the front of the queue when it comes to lining up for review copies!
Chris

H'WAY THE LADS

Letters!

Dear AMIGA FORCE
Please could you answer these few questions? I would be extremely grateful.

1 Will there be a CD for the A600? If so, how much will it cost and where can I get it from?

2 For Xmas, I got an A600 and a Citizen Swift 90 colour printer. Do you know if there are any printers that will allow me to create and print a poster?

3 Will *Kevin Keegan's Player Manager* be released on the Amiga?

Thank-you for your help and keep up the good work!
Martin Hood, Blyth, Northumberland

■ Weeellll...

1 No, only for the A1200.

2 Try *Deluxe Paint* — by far the most versatile program for the price.

3 It's been out for many a month, under the plain and simple title of *Player Manager*. While it's quite a jolly little game, it has too many faults — you can't move onto other teams, there's only one cup and the options are quite limited. Maybe you should wait a while for Sensi's effort.
Chris

YOU'RE BOOKED 1!

Dear Sir/Madam
Recently I purchased your brilliant magazine (issue 12). I noticed you were giving away a tips book (issue 2, G to Z). I was wondering if you could please send me issue 1, A-G.
Jonathan Codd, N.Ireland

■ Sorry, can't. See the answer below!
Chris

YOU'RE BOOKED 2!

Dear AMIGA FORCE
I have recently bought an Amiga A600 computer and have now started to read your very good magazine. In fact, the first magazine of yours that I read was no 12, with the free hints and tips book volume 2. The reason I'm writing to you is that I would like to know if I can get hold of a copy of the first volume. I did look in the back issues but none of the magazines mentioned the free book. I do hope you can help.
Gordon Tully, Wood End, Coventry

■ Sorry Gordon, no can do — we only print enough books to cover the news-stand mags (they're pretty expensive, you know!), so the back issues generally come without the free gifts attached. Sorry I couldn't help more!
Chris

AN ESSEX-MAN JOKE

Dear AMIGA FORCE
Me and my mates are always fighting over which is best, Amiga, Nintendo or Sega. I gave out a black eye and broke an arm once (pleasant chap —Chris). Now, can you answer this question: Do you need an Amiga to use the CD32?
David Wilkinson, Essex

■ I'm surprised you have any friends at all if you go around breaking arms when a disagreement rears its head. You should calm down lad!

You don't need an Amiga to use the CD32 — this is purely a stand-alone machine, unlike the Sega machine, where you need the Mega Drive to utilise the power (what there is of it) of the Mega CD. Obviously, the CD32 not only offers better value but it's also a far more capable and powerful machine to boot!
Chris

WHAT'S IN A DATE?

Dear AMIGA FORCE
I have spotted your three deliberate mistakes on the calendar with the Christmas AMIGA FORCE. They are 25 May, 16 October and 10 December. I claim my prize!
Kevin Tootil, Lowestoft

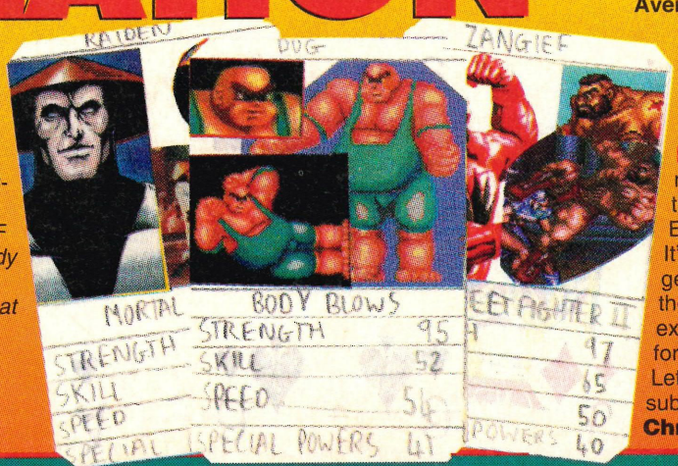
■ Yes, the people in production hold up their hands — there was an almighty foul-up with the calendar. It could happen to the best of us (it constantly does). As a prize, Kev, we're sending you all the spare calendars so you can re-write the whole year out for us!
Chris

TOP TRUMPS TITILLATION

amiga FORCE Letter Love!

Dear AMIGA FORCE
In reply to Ben Johnson's letter in AF10, I decided these ratings would be excellent in that old card game Top Trumps (if you don't know the rules, find someone who does!). I have made my own set of cards using 'sticky-back plastic' (you *Blue Peter* fan you! — Chris), and a few screenshots taken from AF and various other magazines. As well as *Body Blows* and *Streetfighter II*,

I have taken characters from *Mortal Kombat* and *Streets of Rage II*, also *Lionheart* and *Assassin*. I have used different categories to Ben, but most are fairly similar. Though, of course, my scores have varied greatly.
Awards — Strength: Kossak, **Skill:** Vitu, **Speed:** Vitu, **Special Powers:** Raiden, **Average:** Max.



I would be grateful if you could send my cards back as I spent many long hours making them.
Ben Wheway, Wolverhampton

■ That just goes to prove AMIGA FORCE readers aren't just the smartest, they're also the most hard-working! Your cards are great, Ben — real works of art.

It's also a pretty cool idea, although I couldn't get the rest of the team to play, as none of them knew the rules, despite having them explained umpteen times! Anyway, as a reward for your hard work, you've won yourself the Letter of the Month award and the year's subscription that goes with it!
Chris

Letters!

REGULAR?

Dear AMIGA FORCE
Your magazine's brill, BUT, when I was reading issue no.10 I was horrified to see on your subscription page, in massive pink and white letters, 'ARE YOU REGULAR?'

Okay, so the majority of your readers are male, but I am not. And the above statement is rather personal for us girlies! So, I'm sorry to be brief, don't let it happen again. Otherwise, I'll recycle your magazines by using them in my cat's litter-tray. I hope you get my point.
Jackie Windsor, London

■ Well, you've got me there. The headline in question simply questions the regularity that you pick up your copy of AMIGA FORCE. No ambiguity here. Nobody's clever enough!
Chris

THE MAN FROM MALTA, HE SAY..

Dear AMIGA FORCE
It's me again! This time I'm not writing for cheats, but for other purposes. First, thanks for the answers to the last letter, also to Nathan Muscat.

1 Is *F-17 Challenge* better than Microprose's *Formula One Grand Prix* and than *Nigel Mansell's World Championship*?

2 I think I must be the only Amiga-owner who doesn't know the *SFII* special moves. Could you give me a short description of each one and how to activate them?

3 Can you list me any great games for my collection? I like adventures and platformers, I hate *Lemmings*!
Robert Gaucci, Malta

■ Cheers Rob — glad we could (and can) be of assistance!

1 *F-17* and *Nigel Mansell* are both pretty cool games in their own right, very much aimed at the arcade boy-racer. *Formula One Grand Prix* is tops if you like the simulation angle.

2 Check out back issue 3 and the manual for more info!

3 Rob actually included a list of the games he already owns, but it wouldn't have made interesting reading! The best games of recent months you don't already own include *Frontier*, *Settlers*, *Syndicate*, *Championship Manager '93* and *Italia*, and *Mortal Kombat*. They're my favourites anyway!
Chris

READER REVIEWS

Dear AMIGA FORCE
Me thinks it would be a good idea for you to send out to your readers some PD games to review and send back to you, in time for next month's mag. This would mean you would receive an opinion from the people the games are targetted at.

A-FORCE workers like yourself should not have to muck about with these games — just get stuck into the nitty gritty of big games. If you'd like, I will review the first one for you (if you take up the idea) and write a great review on it. Good eh?

Congratulations on a fantastic mag and long may it continue. Well, I must be off to my bagpipe lessons. See ya!
Brian McSporran, Strathclyde, Scotland

■ I've heard of Strathclyde (I think) — they've got one of those crap Scottish football teams have they not (let's face it, there are many crap Scottish football teams)?Not that we can talk — our local footy team's Torquay United, who aren't exactly rearing the best in footballing talent (Lee Sharpe did play here a few times, though, and Ryan Giggs' brother is in the reserve team).Anyway, back to your reader-reviews idea. We'll certainly give the concept a good airing in the offices and discuss it with the powers-that-be. If anybody else is interested, then write in!
Chris

WOT... NO MORTAL KOMBAT?

Dear AF
I want to point out that in the What's Where? section in issue 13, there's a pic of the *Mortal Kombat* sign. Fair enough, but beside it says *Mortal Kombat* playtest, remember? 'It's hot, it's here and it's exclusive! Find out how Cage and co. are progressing on page 14.' On reading this, I immediately flicked through to page 14, only to be fobbed off with a picture of a guy injecting some rat with pink poison or something.

I have a few questions to be answered:

1 Why is this?

2 How do you think this makes your mag look?

3 When will *MK* really be out and playtested?

Don't get me wrong, I'm a big fan of your mag and buy it every month, but I just wonder what's the point of saying something when you don't mean it?
David MacLachlan, Glasgow, Scotland

■ Whoops — you've found what the production team term as a technical problem. All along, *MK* was supposed to appear as a playtest.

Unfortunately, the contents were finalised before the playtest was dropped, slipping through un-noticed. Those responsible have been severely reprimanded (by re-writing faulty calendars!). You'll be pleased to hear that *MK* was reviewed last issue, scoring over 90% and a Rave with it!
Chris

amiga FORCE Readers Charts!

1. Frontier — Elite 2
2. Premier Manager 2
3. Sensible Soccer
4. Mortal Kombat
5. Cannon Fodder

AMIGA FORCE Readers' Chart!

It's very obvious what game everybody got for Christmas! *Frontier — Elite II* got over 60% of the overall votes, proving that we were spot on with our 96% rating way back in our Christmas issue! An *Elite III*? It seems unlikely, but it would certainly be a popular game if the success of the second in the series is anything to go by!

Premier Manager 2, another favourite in the AMIGA FORCE offices, moves up to second spot, taking over from yet another of our lunch time favourites, *Sensible Soccer*. *Premier Manager 2* is facing some tough competition in these hallowed halls, though, since *Championship Italia* arrived. A mail-order game in the Readers Chart? Why not?

Virgin claim fourth and fifth place, both through some very last-minute votes. *Mortal Kombat*, last issue's rave review, got a hat-full of late votes, and Cannon Fodder wasn't that far behind. Contenders for the top spot? Most definitely. Watch this space!

To cast your vote in the AMIGA FORCE Readers Chart, scribble the details on the form below, and send it to AMIGA FORCE READERS CHART, IMPACT, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

My five favourite games are:

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NEW **MANY MORE INSTANT CLI COMMANDS -**
like Rename, Relabel, Copy, etc.

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NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

● **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

● **AUTOFIRE MANAGER**
From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.

● **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP -**
allows you to Load/Save/Edit a Keymap.

● **PREFERENCES**
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

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including compressed/small character command.

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if you enter a command without a filename, then a file requestor is displayed.

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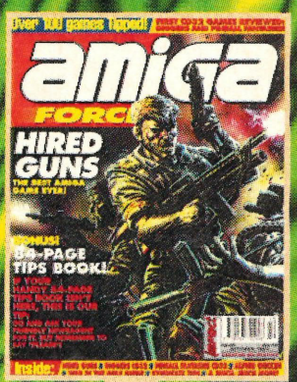
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A/F AAR IIId

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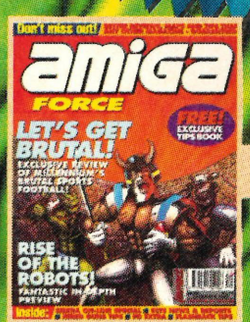


ISSUE ONE: Driving roundup, Gods poster and maps, complete R-type solution, Elf maps, CJ In the USA maps, Gobliins tips and more!



ISSUE ELEVEN: Combat Air Patrol Reviewed! More Syndicate tips! Loom solution!





ISSUE TWELVE: Brutal Sports Football Reviewed! Premier Manager II and European Champions lowdown! Syndicate final solution and first Hired Guns tips!



ISSUE THIRTEEN: *Frontier* reviewed! CD32 lowdown! Oscar playing tips! Humans II guide!

ISSUE TWO: Free AMIGA FORCE stickers! Full-colour maps for Zool and Prince Of The Yolfolk. Shadow Of The Beast III playing guide and Kixx roundup!



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ISSUE TEN: The new look continues! Hired Guns review! Syndicate, Ishar 2, War in the Gulf all tipped. Strategy games round-up!





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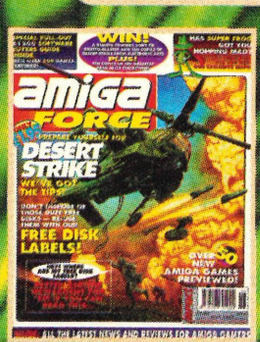
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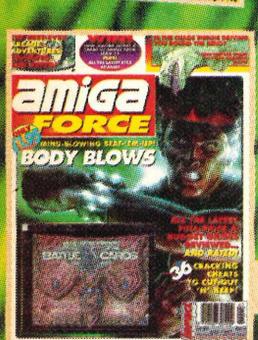


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ISSUE FIVE: Free Battlecards! Maps and tips for Chaos Engine, Zool, Lemmings 2, Rick Dangerous 2 and Sleepwalker! Arcade adventures roundup.

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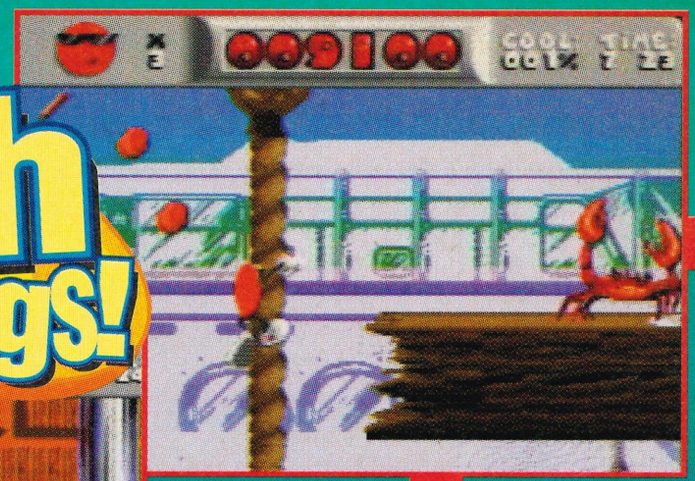
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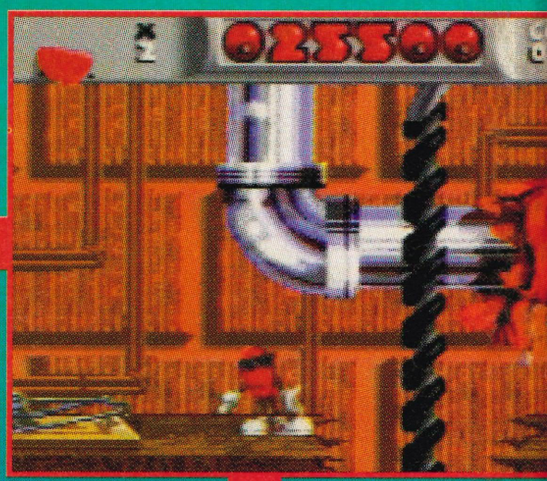
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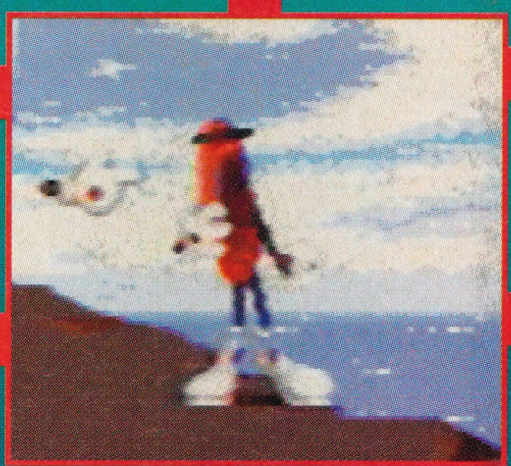




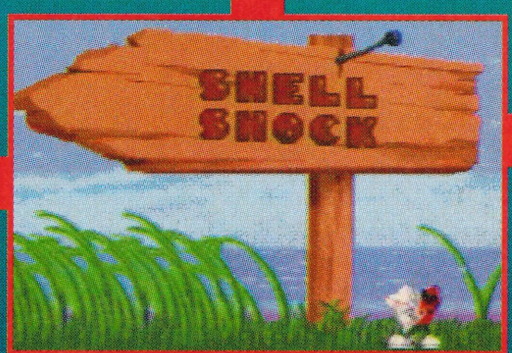


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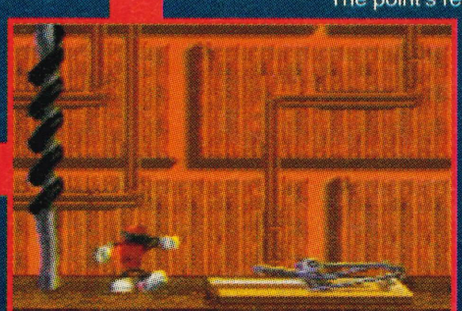








Leave him standing and Cool Spot stands there and clicks away! Cool, eh?



■ Virgin, £29.99

Cool Spot certainly lives up to his name. Shades always in place, he moves like he's lived in the Bahamas all his life — you know that kind of liquid movement, seeming to require no effort, which is, well, cool, for want of a better word. It's probably due to the big, bouncy trainers he wears (they'd definitely set you back a few bob!). As you may've fathomed, this guy's the King of Cool.

Cool Spot's the American marketing symbol for the drink that quenches your thirst. That's *7-UP* to the advertising-jingle-illiterate among you! A massive star over there, his game's hit these shores — after prowling the cartridge-scene for a while, it's now the turn of us Amiga owners to get a look in. About bloody time, too. This is a game no self-respecting platform fan should be without. It's just so awesome!

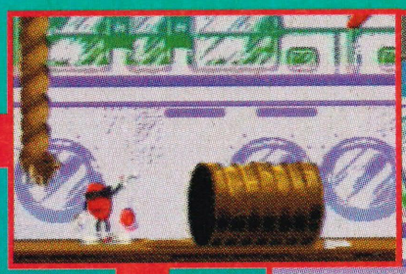
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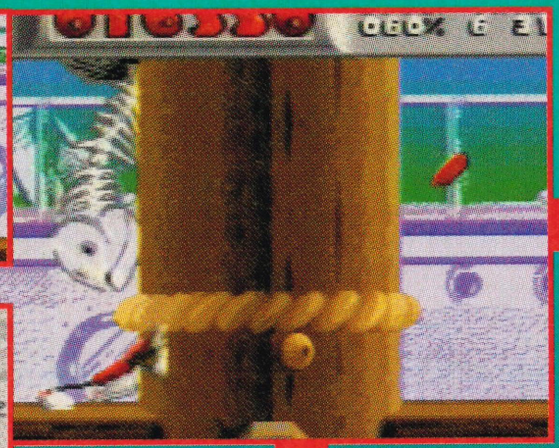
To succeed in this brilliant game, you've got to prove you're hip. This means getting a Cool rating of 60% or more on each level, achieved by collecting a certain amount of Cool points.

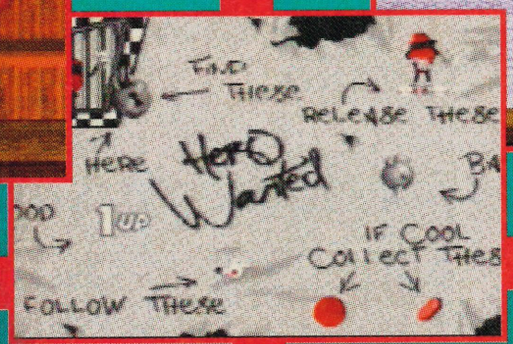
The point's rescuing Spot's mates, caged at the end of each level, in order to have a serious *paarty!* His buddies are all incarcerated inside small, cramped cells, with no thought given to the rights of a small, red Spot to be kept in humane conditions. It's your duty to smash them out and save their coolness from this fate worse than death!

As Cool Spot struts his stuff, there's a host of baddies to look out for on every level. These

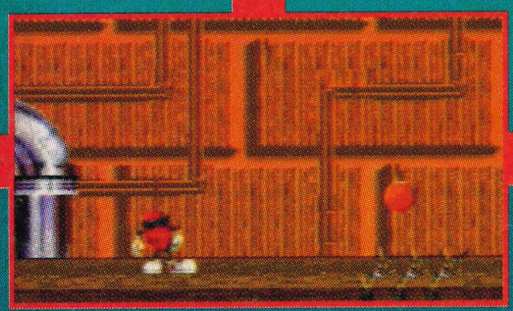




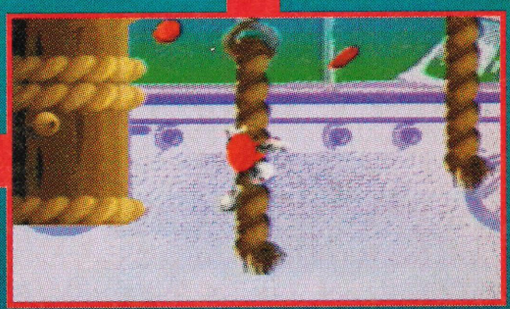




Cool Spot's a versatile fellow — he pushes objects around, climb up and down ropes, and fire at crabby crabs. He even gets his yoyo out if he gets really bored...







COOL SPOT

Mark! Reviews!

■ Yo dude! The one, the only Cool Spot crashes onto the Amiga, proving that cool isn't just a state of mind, it's more a way of life! Yeah, don't ya just love it. As hip as he is, Cool Spot makes for one helluva hot, hot game. The animation on the little red Blob's amazing. I mean, who'd have thought so much could be done with such a simple design. Somebody deserves a pat on the back for creating this character. The same goes for the relaxing Calypso rhythm accompanying the gameplay. Close your eyes and be forgiven for thinking you're drifting on a boat moored off a sun-soaked Caribbean island. Chris is right to say the gameplay itself is nothing original, but personally I wouldn't hold this against the game. I mean, how much is original these days? What counts is the entertainment value and for me this is second to none. I can pass time chilling with Cool Spot any day of the week! ■

nasty, uncool types drain our boy's energy when he comes into contact with them. His energy level's depicted by an image of his beshaded face in the top-left corner of the screen. The more he's hit, the more his face disintegrates. Lose it all and it's curtains for Cool Spot. To take on these evil creatures, Cool Spot does have one weapon. He can fire the small, clear bubbles of carbonated fizzy drink, released by the product he endorses. As we all know, it's cool to be clear. The only difference is Fido Dido tells us this over here, but then again he's a pretty damn cool cat as well.

> "Oozes class... it's sooo cooool!"

He's got IT!

The whole game moves to a heavenly Calypso beat, which perfectly captures the feeling of lying on a sun-drenched beach in the Caribbean. Well, you need all the help you can get on a wet and windy Monday morning in the middle of winter in deepest, darkest Devon! These sound effects are superb, especially at neighbour-annoying volume levels.

This atmosphere is perfectly complemented by the central character's animation. It's a game oozing class in the looks department — Spot's moves, walk and facial expressions are outstanding. When he's bored, he yawns and then chills out by playing with his yo-yo, before removing his shades and giving them a quick clean. Sooo cooool!

This guy doesn't just jump like normal platform characters. Oh no, that's not hip enough! Instead, he does a graceful forward somersault before landing sure-footedly back on terra-firma. He even hangs from balloons with the grace and style of a born superstar.

Sure the Cool Spot looks spectacular, but what about the game? Well, to be honest, it's a standard platform adventure. Nothing more, nothing less. Collect the bonuses, dodge the bad guys and leap from platform to platform — not exactly breaking new grounds of originality. It's even downright irritating in places, especially if you hate platformers. For example, fall while leaping from balloon to balloon and it's back to the beginning. Start all over again until you get it exactly right. That's the basic gist and I find it extremely frustrating! Even so, if platformers are your thing, you can't beat a bit of *Cool Spot*. Lovely to look at and not at all bad to play. Give it a whirl, you never know — it may give you a few tips on playing it cool!

Chris!

amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE



■ DISKS: 3
■ PLAYERS: 1
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: YES

■ Looks stunning, sounds the same and plays pretty darn well too. Cool!

86%

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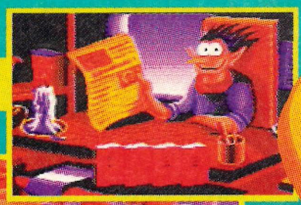
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There's a host of problems to overcome!



Reviews!

Rich pickings!



GOBLINS 3

Sierra, £TBA

Blount, the most talented reporter at the *Goblin News,* dreams of the day he comes up with a scoop. Now, it appears to have arrived — that's if Blount can make it to the respective kingdoms of King Bodd and Queen Xjna.

These two sworn enemies are prime suspects in the theft of the key to the mystical labyrinth of Well-Being. The guardian of the key, Behorn, has died and Wynnona, his daughter and successor, has disappeared. What's happened to her? Where's the key? What do the mysterious rulers, Bodd and Xjna, look like? Only one Goblin's brave enough to seek the answers. Step forward Blount — be brave, be bold and solve those bloody puzzles!

As you may've guessed, it's not difficult after all, as you take the role of Blount, the intrepid roving reporter. *Goblins 3's* the ultimate in puzzle-solving games. Each level's split into three screens, jam-packed with fiendish tricks, red herrings and traps. Solve the enigma of the level, moving to the next. It's not easy, let me tell you! Frustration's the order of the day on more than one occasion. Negotiate Goblins, without screaming at the screen, and you're a better human-being than me!

> "Solve the enigma of the levels"

Cartoon capers

Controlling Blount's simple. Use the mouse, clicking on the part of the screen you want him to move to, and he does the rest. Similarly, click on any object you want the lad to pick up, use or look at and watch the resulting mayhem unfold. That's about it on the gameplay side — it's all about brain-power, though most success comes through trial and error, rather than sudden inspiration.

Conceived to look like a cartoon, the graphics in *Goblins* are well-designed and impress. The game's full of visual gags — pull a rope, for example, and Blount's dragged off-screen or flung in the air. His facial expressions are amusing, while the accidents befalling him can be hilarious — try hitting the golf ball with the club to see what I mean.

Blount also meets a posse of helpers on his travels. The first's Chump the parrot, who's trussed up on the pirate ship. Using the club and plunger sorts him out! Others include Fulbert, the boa-constrictor, and Ooya, the sage — these characters all help in one way or another. Control simply requires moving the cursor over them and pressing FIRE. Then, click the mouse on the part of the playing area you wish them to move towards. It's vital working out what these guys can do. Without their help, Blount always gets stuck.

The game sounds nice and jolly — to an extent, it is. However, there are drawbacks, detracting from the entertainment value. Most noticeable's the horrendous amount of disk changes needed for moving through the game. For a start, there are six disks. However, this isn't the worst of it — if you wish to use any of the icons at the top of the screen, a boring rigmarole of disk-swapping ensues. It's incredibly irritating and spoils a game full of potential.

The icons allow access to helpful options, including a Joker card, instructing you how to complete the level. There's also a copy of the *Goblin News,* for checking out the level you're on, and an inventory of the items Blount carries. They help a great deal if you bother to use them. Frankly, the amount of time it takes getting into them makes it a chore I can do without!

Another minor irritant's the squeaky, repetitive music — it's a nightmare! The only option's turning it off before losing sanity. Personally, though, I enjoy music — it adds to the atmosphere and some sort of jolly tune here would go down a treat.

To be fair, I'm not the best puzzle-solver in the world, so I was biased against *Goblins 3.* However, it had potential I feel was wasted. The game looks really good, with some big, bold graphics. It's a shame a few niggles let it down.

Mark!



Chris!

This is one of those games flattering to deceive. As far as the graphics go, it's exceptional, with close attention to detail and some hilarious, colourful animation. They grab your attention, but the gameplay lets *Goblins 3* down. The constant disk-swapping's a pain in the arse, the music's annoying and I found it all a little irritating after a while. If you're a big fan of frustrating puzzle-solving games, this may appeal. Personally, I'm not and having to go through a succession of floppies, while I play, drives me round the bend!

Tip time!

Get Fulbert, the boa-constrictor, swinging the candelabra. Timing's vital, but Blount can now hold onto it and swing across the gap.

amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DISKS: 6
- PLAYERS: 1
- GENRE: PUZZLE
- 1200 COMPAT: YES
- HD INSTALL: YES

A funny and taxing puzzler. Let down slightly by small faults.

80

Reviews!

Rich pickings!

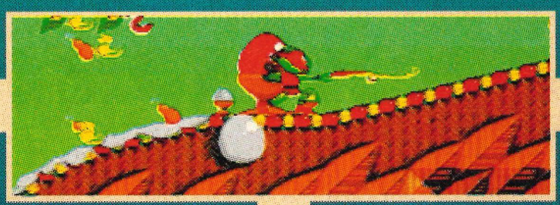




ZOOL 2



(Left) Zool meets all kind of weird and wonderful creatures on his travels.



Zooz is a cool dame. Don't get in the way when she starts cracking her whip!

Gremlin Graphics

£25.99

He's back, he's bad and he's dressed in black! Zool, the Ninja of the Nth dimension, blasts his way onto the Amiga. This time he's got a bit of company in the shape of his babe — a cool customer who goes by the original name of Zooz.

Zool returns to once again face attack from the evil forces of Krool, but now it's worse then ever (well it would be wouldn't it!). Krool's determined to get revenge for the humiliation inflicted by Zool in the original game. He's sent his morphing henchman, Mental Block, to sort out the bug with attitude. This guy can change his shape into any number of diabolical permutations and his one goal in life is to splat our hero.

That's the scenario for what's basically a re-run of Zool's first adventure. The actual gameplay's exactly the same, but then again who cares? It still makes for an addictive and highly playable game. *Zool 2* hasn't attempted to be innovative in any way. Gremlin know what fans of their Ninja warrior want and they've served up the same menu as before — slick graphics, catchy tunes and fast-paced platform perils.

> "Slick graphics, catchy tune and fast-paced."

Two's company...

Just before the game begins, you've the option of playing as either Zool or the new female character Zooz. Pick either of them by highlighting the character; it really makes no difference which one you play as. They both have the same powers and moves, so the introduction of the female's nothing more than a nice little marketing gimmick. After all, it looks cool on the game advertisements too!

In two-player-mode you choose to control Zool and Zooz on the mission or, alternatively, both play with the same character. As I said, though, it really makes little difference.

Completing a level demands arrival at the finish icon, having collected 99% of the tokens found there. There's a counter in the bottom left of the screen letting you know the current percentage you've collected.

There are six stages to battle through, each containing a number of levels. Entering the next stage requires you first fight Mental Block in one of his morphing guises — he changes shape for each of your confrontations, so there's no chance to become complacent after you beat him the first time.

You begin the quest in Swan Lake. This stage's full of dive-bombing birds, clucking hens and hungry chicks. Their favourite weapon's the Egg Bomb. Honestly, it's no yolk!

Other stages include Blueberry Hill, expect some shocks here, Mount Ices, home of some freaky frozen foods and Tooting Common, where the Pharoah's curse awaits. All these stages lead to the inevitable final confrontation with the diabolical Mental Block.

The further you go, the closer to Mental Block's own home you get. It's at this stage that some extra help comes Zool's way. It takes the form of his faithful intergalactic wonderdog, known, obviously, as Zoon (How many more mates do you think Zool's going to get in *Zool 3*, should there be such a title? I mean, there are only so many letters in the alphabet left to stick on the end of Zoo!). This mutt comes on the scene if Zool collects three of the Zoon bonus icons. Grab them to enter a special bonus level in which Zoon helps you on your way.

Bonus bonanza

As you know, if you've played the original, Zool's world is full of bonuses concealed behind the name of the game's sponsor. Ah, commercialism, it's what it's all about I suppose. Even if this is a bit extreme!

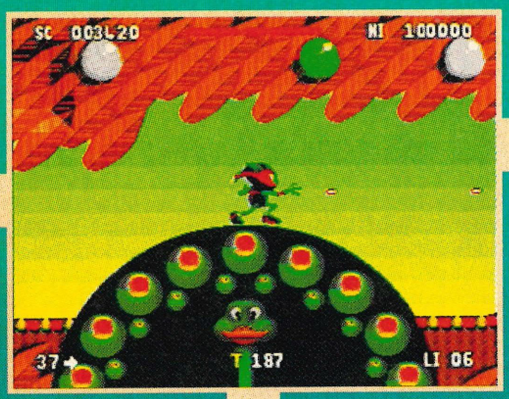
As we all know, Chuppa Chups, a rather tasteless lollypop brand, sponsors the game. All the big bonuses are hidden behind boxes marked with the Chuppa Chups' symbol. Open them by jumping into the symbol to get hold of a host of extra goodies. These include Smart Bombs, which float around Zool's body, extra lives, Super Shot, for a real blasting gun, and, of course, the famous Twozool, splitting Zool in half for double trouble.

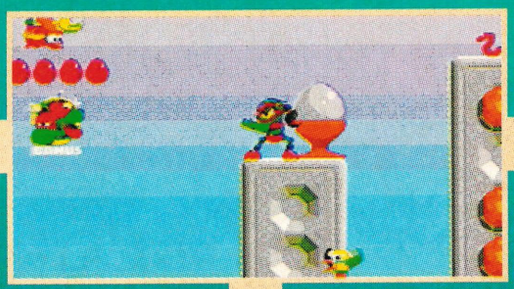
Zool 2's a great game, combining furious action with plenty of platform shenanigans. However, it contains nothing that marks it as truly exceptional — there needs to be progression from the first game. Instead, we're just given more of the same.

This appeals to anyone who's a fan of the original and it's worth getting if you love games of this genre. Graphically, it's colourful and well-presented with some great little details and animation, but again, we've seen it all before.

The scrolling's smooth and the gameplay's addictive. I liked *Zool 2*, but the lack of innovation means it's not worthy of being a rave review.

Chris!

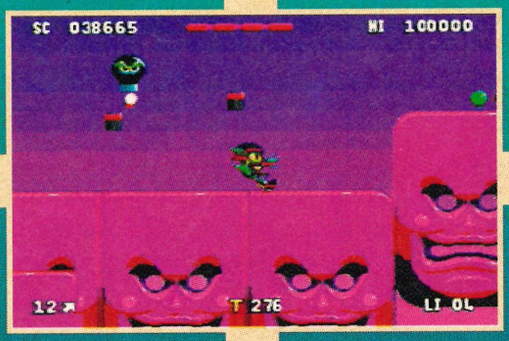






Tip time!

■ If at first you seem to be stuck, try shooting through the walls. They often disappear to reveal a passage to other parts of the level. ■



Mark!

■ I was a massive fan of the original *Zool* and I'm glad to say this picks up where that game left off. True, it's not exactly attempted to try to be innovative, but I can live with that. Who cares when the gameplay's this addictive? The levels are well-designed, they're wonderfully colourful, while the music and FX are bubbly, not to say catchy. This all adds to the overall positive feel of the game.

Including Zooz, the female Ninja, adds a bit of political correctness. It's about time we had some female characters equal to the guys. Anyway, enough politics. *Zool 2's* packed with great features, looks good and, most importantly, it's fun to play. Ultimately, it's addictive and well worth a look. ■







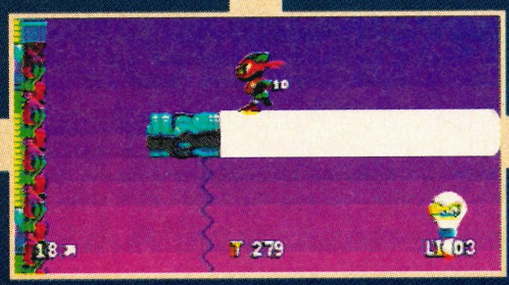
(Above) Take your pick between Zool and Zooz. In this age of equality there's no difference in their strength.

(Below) At the end of each level Zool takes on the might of Mental Block.











amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE



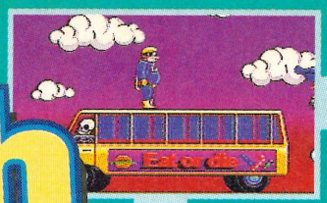
■ DISKS: 2
■ PLAYERS: 2
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: YES

■ A well-presented game that's simply reproduced the winning formula.

86

Reviews!

Rich pickings!









Stix! ■ You fat bazza! You fat bazza! Yeah, let's all take the mickey out of the gravitationally-impaired, horizontally-challenged among us! Not exactly politically correct, it's true. However, Black Legend don't seem to be cruel in their choice of jokes. Instead, *Fatman's* a celebration of all the things the goody goodies say are bad for us, but everyone enjoys doing!

There are some good visual gags, plenty of foul noises and lots of slobbish behaviour. It's all wrapped up in a decent platform romp, that, while never being a classic, is good enough to pass a few hours enjoyably. All in all worth a look, but maybe it's also worth waiting to see if it's ever going to be a budget release. ■

FATMAN
THE CAPED CONSUMER

■ Black Legend, £25.99

He's fat, he's round, he bounces on the ground... Yep, this is one large fella. He even makes certain members of the AMIGA FORCE team look slim. Well, maybe that's going just a little too far!

Fatman's the alias for Roy Fat, a mild-mannered inventor who loves his food — Roy could eat for England. Consequently, most of his inventions revolve around food and his stomach. Perhaps his most amazing creation's the Food-Duplicator, which makes a copy of any piece of food passed through it. This invention made Roy's *Fat* restaurant famous throughout the world.

Everything appeared rosy for the rotund one until a multi-national company, Thindicate (geddit), decided to sort him out. They produced junk food, but were losing business to Roy.Their managing director, Ted Thinsin (geddit again), offered to buy the Food-Duplicator. Roy was close to agreement until he heard that Ted wanted to destroy his creation to gain a monopoly on junk food sales. Knowing this would mean hunger for the world's hoards of fat bazzas, Roy, alias Fatman The Caped Consumer, is determined to destroy Thindicate. Can Fatman succeed? Can Thindicate be beaten? How many pieces of pizza can you eat in one sitting? Only by playing the game can you find the answers! As you may've guessed, the story's a parody of all the ridiculous plots normally found in platform games.

> "Packed with humorous jokes"



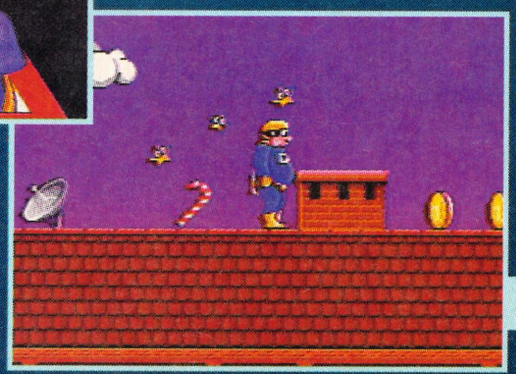
Fat's the way!

Fatman's based around a humorous idea — having an utter slob for a hero — and lives or dies on your reaction to this. If you find belching, beer bellies and copious eating hilarious, you're in for a treat. The gameplay isn't brilliant, basically it's an average platform collect-'em-up, but it's raised by humorous animation. My only reservation is that once the fun gets a bit boring, there's not a lot left to keep you interested. Even so, it's a novel idea, which deserves applause for trying to be at least slightly amusing.

The idea behind *Fatman's* jumping and running through 13 action levels in seven cartoon worlds. These include the City, the Castle of the Vegetarian Vampire (basically one huge dig at those namby-pamby birdseed-eaters) and the Mysterious Egyptian level.

To negotiate each level, Fatman avoids the nasties populating his worlds. He's got a variety of attacks at his disposal including the old stand-by — jumping on them — and weapons taking in belly-butts, burps, carrots and mushrooms. Remember, it's not fun being leapt on by 20 stones of quivering jelly-like flesh! Simply press DOWN and FIRE to swap the weapons.

As you expect from a parody on platformers, there's an obligatory end-of-level guardian to overcome before moving onto the next stage. Fatman needs to be at his most gross to defeat these beasts, so remember to hoard plenty of burps, carrots and mushrooms! All the weapons are in limited supply. To keep them stocked up, Fatman has to find the relevant tokens dotted around each level. After all, it's not humanly possible to burp indefinitely (Even our Tips Boy has to take a rest sometimes!)



Tip time! ■ Look out for the hidden passages, short-cuts and secret rooms on each level. They're packed with goodies for the fat git to chomp down on! ■

Fatman's packed with humorous visual jokes and animations. Check out his chicken-chomping, if you leave him standing for too long. His energy level's also represented by a chicken at the bottom of the screen. As it loses flesh so Fatman gets weaker.

To be fair, *Fatman's* an enjoyable game. However, it lacks the depth to be anything more than a couple of hours fun. After that the jokes begin to wear a bit thin (Ho,ho), while the playability isn't strong enough to overcome this. Good fun temporarily, but no more than that I'm afraid.

Chris!

amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE



■ DISKS: 4
■ PLAYERS: 1
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: YES

■ **A funny parody on platforms but lacks substance.**

75

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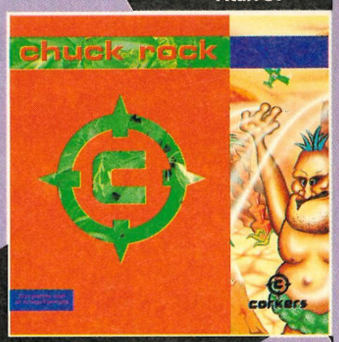


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Atari ST

ZERO 87%

"Superior game of the hack 'n' slash genre."

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"... superb graphics and some of the best animation that you're likely to see on the Amiga. Great fun and Core Design's best game so far."

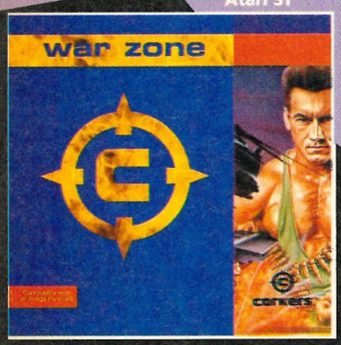
ACE 94%

"Core Design takes a graphically stunning journey into the world of Cybernetics."



Commodore
Amiga
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Commodore
Amiga
Atari ST



ZERO 88%

"The scrolling, animation and colour are all of a high standard, but it's the play that wins the day. This is particularly true of the two-player version, but even for one player, the action is tough and just keeps on going... War Zone is an excellent arcadey shoot-em-up."

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Rich pickings!

As we can see Mark, managing Juventus, relied exclusively on the long ball!



Tip time!

It's a good idea insuring your players against injury. There's nothing worse than paying £5 million for a star and he breaks his leg after two games!

CHAMPIONSHIP MANAGER ITALIA

Intelek Software, £17.00

Coming from Intelek Software, *Championship Manager Italia's* the first go-it-alone venture by the boys that brought you the Domark *Championship Manager* series of games. *CMI's* a special edition of *CM '93* that's based on the Italian League — recognised as the most competitive league in world football today.

These boys know their stuff all right! This is a jolly good game dealing comprehensively with all the necessary statistics for a cracking footy-simulation.

The paramount requirement of a game of this genre is that it draws the players into its environment. It's got to make you care about the team and want to keep playing. *CMI* achieves this with aplomb. It's a great debut from the lads at Intelek.

"A quality football-sim"



Goooooal Lazio!

There's the option of playing with up to four human players from the start. We chose a two-player game. I selected Lazio, incorporating the sublime skills of the fat Geordie, beer-swilling God, Gazza. I asked for the beautiful game, played with panache, selecting tactics passing the ball to feet in a crisp, attack-minded team.

Unfortunately, we ended up in the lower reaches of Serie A, despite some magic moments during the campaign. Stuffing Mark's negative Juventus was a real bonus among many glittering victories, while beating Milan at the San Siro earned performance of the week. Basically, inconsistency against the lowly teams let the season down.

As stated, Mark opted for Juve. He signed Ian Wright for just under £5 million, bolstering his attack, and managed a successful season, winning the Italian Cup and qualifying for Europe. His league form suffered as a consequence, though, and his season petered out, finishing just above mid-table.

The problem with Mark's team, from my point-of-view as a football purist, were the tactics he employed. His team constantly dabbled with that scourge of the game, the long-ball-tactic. His idea of a good victory meant Wrighty scoring a couple from aimless long punts up the field, hardly the stuff drawing the crowds. This was reflected in the fact that my average gates were consistently better than his, despite the cup-run.

On the statistics side, Gazza was voted Lazio Player of the Season by the fans, while Conte got the award at Juve. During the season, Mark had the greatest number of Man of the Match awards for a single player with Ravanelli, while the same player top-scored in the league. Boksic scored most goals for the glory boys at Lazio.

As you've seen in this potted-history of our glory season, there are a hell of a lot of details to work out and stats to monitor to play this great game. The players have enough attributes and personality-traits to make for some complex negotiations over team selection. Personalities include selfish, arrogant, responsible, rebellious and passive. Obviously, it's important to get the right blend to create a match-winning team.

The game also contains all the usual features of a quality football-simulation. Selecting formations, transfer-markets and a host of tables, including management scores, players' average match-ratings and team consistency.

Graphically, there's not much to shout about — the matches are shown as a series of written reports on the game as it happens, while there's no sound at all. However, this shouldn't detract any serious footy-sim fans from getting the game. After all, it's the content, not cosmetics, that are important.

CMI's a winner. The Serie A's a great league to be a part of, there's money available to spend on players from all over the globe and the matches appear to run according to form and tactics, with a few upsets now and then. After all, it's a funny old game football!

Chris!

Mark!

Even though this isn't Intelek's first commercial game, it is their first release, and it's a real cracker!

Basing the game on the Italian league's inspirational — it's more enigmatic because of it. There's enough depth to keep you interested after many seasons of play, with domestic and international transfers, well-considered player stats and reactions, a full quota of cups as well as two leagues AND a multi-player option.

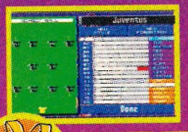
This kept Chris and I glued to the screen for hours, with my team, Juventus, finishing mid-table and in the cup final, while Chris' Lazio flirted with relegation.

The difficulty level's just about right — even though we had a good showing in the cup, the league form was somewhat questionable. It's also obvious that the better the team in real terms, the more chance of success in the actual game.

Championship Manager Italia's very much based on the original *CM* from Domark; even so, this is a must for fans of quality footy-management-sims.

amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 1-4
- GENRE: FOOTBALL-SIM
- 1200 COMPAT: YES
- HD INSTALL: YES

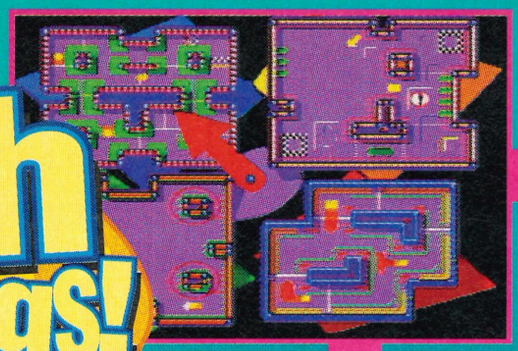


A sim guaranteed to send you over the moon!

88

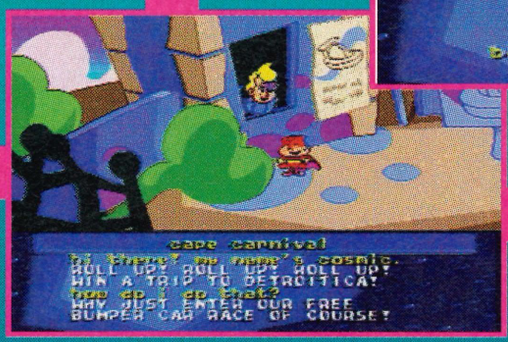
Reviews!

Rich pickings!











COSMIC SPA

CodeMasters, £25.99

Cosmic Spacehead's a proud man — he's the first of his species to discover a new world, known as Earth. Sensing the beginning of a great tourist attraction, Cosmic rushed back to his home planet spreading the good news. The only problem's he betrayed the first rule of any professional tourist — he didn't record the trip on film! A serious gaffe for an alien tourist!

Nobody from his home world believes a word he tells them. However much he describes the strange race populating Earth, or the many wondrous sights in store for visitors, his mates just scoff. Cosmic's kicking himself for his stupidity, but what can he do?

The only option's returning to Earth, touring the sights, and this time, taking a bloody camera! Oh, but there's one more problem — Cosmic's skint. He needs help raising funds to organise a return trip. That's where you come in — help the little blighter collect the necessary resources, though don't expect it to be easy.

> "A great game to play"

Spaced out

Your task's guiding Cosmic around his home planet of Linoleum. The object's completing loads of problems and tasks, in a particular order, to progress. For example, on Linoleum, finding and playing the Fruit Machine may win money. Getting the Helium Balloon causes the scary monster to float away, while a passport can only be obtained by first using the Photo Booth.

It's all about using the old grey matter to overcome the obstacles. However, I found stumbling on solutions by accident rather than design more likely.

Each destination, including Linoleum, a deadly space station and Detroitica, an asteroid used as a huge car factory, is divided into sections. They contain other characters Cosmic can talk to and get valuable objects from.

There are a number of commands to use at the bottom of the screen such as 'Move', 'Talk', 'Look' and 'Give'. Simply position the cursor over the command and press FIRE. Then do the same over the object or person to receive the edict. Simple stuff, making the game easy to control and get into.

To move between sections of a stage there are heaps of arcade-style screens to overcome. In fact, 32 in total, including high-speed car chases, crazed robot-attacks and blasts through asteroid fields.

Straightforward platform levels also demand mastery — all entail leaping from platform to platform, dodging weird-looking nasties. Keep an eye out for Cosmic bonuses to collect — they give a welcome extra life, if you gather 20.

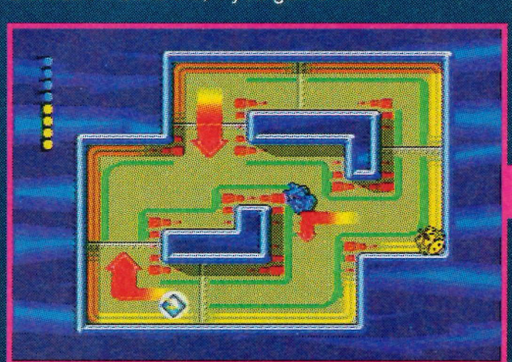
Cosmic cartoons!

The game's designed like a 1950s science-fiction cartoon with bright, bold colours, bizarre-shaped buildings and spaced-out cartoon characters. The game also attempts to be humorous. For example, if you use the 'Pick-Up' command on the cute girl in the fairground stall at Cape Carnival, the response is worth a giggle or two! It's not exactly side-splitting stuff, but it does add to the overall cartoon atmosphere.

The two-player mode, to be honest, seems to have been thrown in as an after-thought with no real relevance to the main game. All it's about is hurling pies at your opponent. There are four arenas to choose from for a light-hearted battle — the idea's hitting your opponent more times than he wacks you. Not exactly awe-inspiring stuff and I see little point in including this. It hardly adds to the quality of *Cosmic Spacehead*. Oh well, it's harmless fun I suppose!

Cosmic's great to play and worth a look for anyone who likes a game requiring a bit of intellectual thought. It boasts heaps of sections, plenty of tricky tasks and a host of arcade games. An original game that's just that little bit different.

Stix!

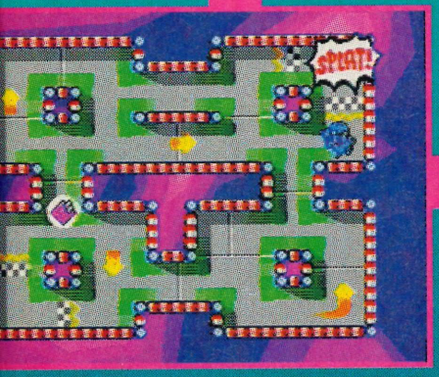


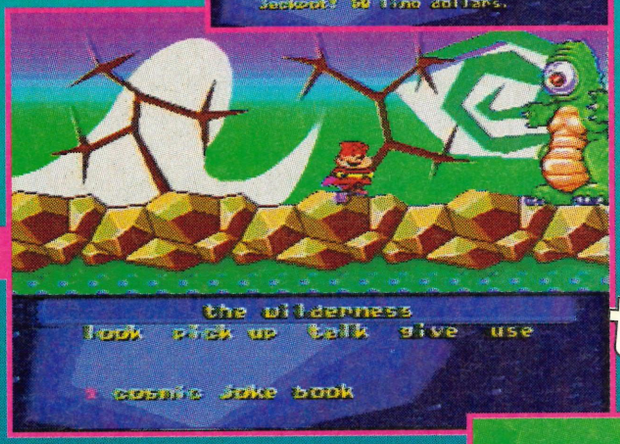




■ (Right) Use the fruit machine to earn yourself some extra cash.







CEHEAD







■ (Left) The post office is a useful place to purchase the many items you need in your mission.



Mark! Reviews!

■ *Cosmic Spacehead's* definitely worth playing — the enjoyment lies in the sense of satisfaction achieved each time you overcome another hurdle. Believe me, it's not an easy game to play. The problems are tough to figure out and it's often more luck than judgement when you do. However, I never say no to a challenge and this game's certainly that.

The playability's complemented by great graphics and a well-designed '50s feel to the cartoon-style look of the game. It's a nifty little puzzler which should appeal to anyone who likes to tax their brain-cells. ■

Tip time!

■ When in the Post Office, get the ready-made letter from the Enquiries Office. Post this to receive a return letter from Cosmic's cousin, opening up a whole new section of the game. ■

amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE
■ DISKS: 2
■ PLAYERS: 1 OR 2
■ GENRE: STRATEGY/ADVENTURE
■ 1200 COMPAT: YES
■ HD INSTALL: YES

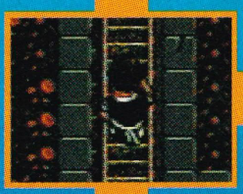
■ Cool! Buy Cosmic and go completely round the bend!

82

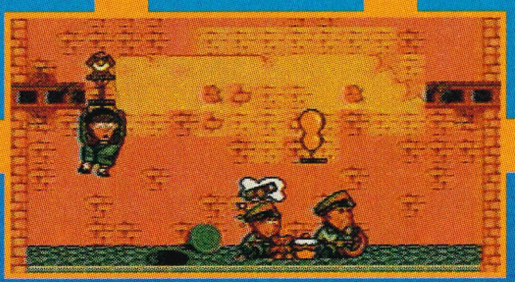
Rich pickings!

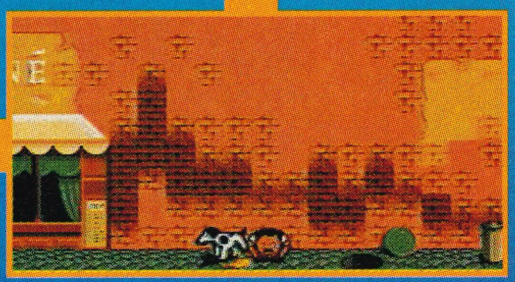












Mark!

Oh dear, oh dear, oh dear! What on earth are Alternative thinking of releasing this at full-price? I thought it had to be budget material until the guys at Alternative informed us it was actually £24.99. To be honest, this wouldn't look out of place on our budget pages. At least it could get a better mark, if it's price was taken into account!

'Allo 'Allo falls down on every count. The gameplay's dull and uninspired, giving no incentive to carry on. Graphically, I found it unappealing and lacking severely in the sound department, with only a terrible tune to distinguish it.

I've never been a fan of the comedy (if that's not a slur on humour) in the television sit-com and the game fares little better. Avoid like the plague or some Frenchman eating garlic!

'ALLO 'ALLO

Alternative, £24.99

Listen *varey* carefully, I shall zay zis only *wance*. *'Allo 'Allo's* a dire game! Alternative certainly seem to be churning out their fair share of turkies at the moment — that other appalling TV-tie-in, *The Munsters*, and *High Steel* immediately spring to mind. It's all very well saying these other games are cheap, but that doesn't excuse the release of dross like this.

This game isn't as bad as those titles, to be fair. However, when you consider it's a full-pricer (when we saw the standard of the game, we immediately assumed it was a budget release), you can see the lack of quality on show. Alternative have produced a truly awful game and I'm sad to say, it's an insult to expect people to spend £24.99 on it. I'm going to *ave* to *zay zat zay* are taking *ze pooh, pooh* just a bit!

> "A dull, uninspiring game"

The concept incorporates the characters and some of the plot-lines (if that's not too kind a word for the crap standards set by this terrible sit-com) from the BBC1 series. You're in charge of the sad cafe owner, René, or in two-player mode, the other player controls Michelle, René's bit of skirt.

The object's to guide René through the levels, avoiding the guards and the SS in search of gold. His ultimate objective's to reach the Colonel's chateau, open the safe and replace an original painting with a forgery. The painting in question provided much merriment for fans of the show. You probably know the one I mean. It's described throughout the programme as 'The Fallen Madonna with the Big Boobies by Van Clomp' (oh the wit, someone call an ambulance — I think my sides have just split!).

René's revenge

René throws items, helping him as he battles the guards — they sap his energy when they touch him. Each level contains plenty of weapons René can use, including teddy bears, boxes and fish to hit the guards. However, you've only a short time to escape as the weapon merely stuns the guard, so he's only down for a few seconds.

The levels are simply very basic platform-affairs with ladders to climb up and down, ledges to jump on and objects to grab. The graphics are poorly-designed — there seems to be little attention paid to detail. There's some weird animation, such as a dog taking the longest pee I've ever seen!

The controls are sluggish and the game's boring. You end up taking hits from guards because you can't be bothered to waste time dodging them. All in all, a dull, uninspiring game with no redeeming features. I suppose they managed to make it just like the TV programme, after all!

Chris!

Tip time!

When climbing some of the ladders, try pushing against the walls on either side — you may find a secret door.

amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 2
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: YES

Not much fun to be had in France. A poor effort at recreating a poor programme!

40

mortal combat for real.

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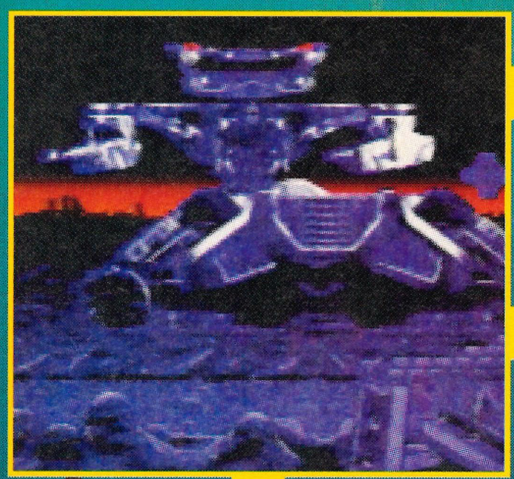


IT'S MORE THAN JUST A GAME

Reviews!

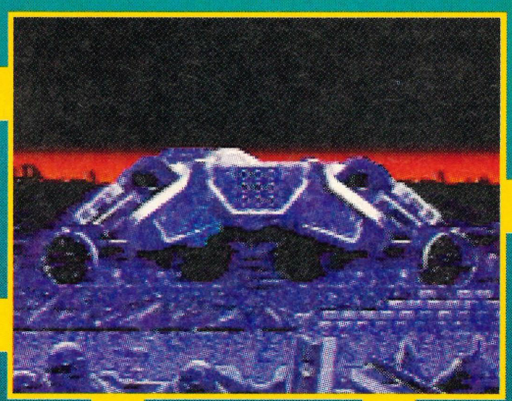
Rich pickings!

TERMIN
THE ARCA



■ (Right) Check out the hard-hitting action as the Terminators do battle. (Below) If you don't guide John Conner's jeep through enemy lines all is lost.









Tip time!

■ When facing the large robot at the end of Level One, go for the guns on his arms first. These have to be taken out before any of your shots damage the rest of his body. Be patient, it may take some time, especially without missiles! ■





■ Virgin, £TBA

This is the Amiga version of the coin-op rendition of the all-time great, blockbuster science-fiction movie. *Terminator 2's* the sequel to the equally superb *Terminator* (not exactly difficult to figure out!), both of which starred that mountain of glistening flesh, Arnold 'I'll be Back' Schwarzenegger.

The second movie takes up the story after Arnie, the bad guy, had been despatched straight to hell in the original Terminator. In the sequel, he comes back as the good guy, determined to save the son of Sarah Conner, the woman he tried so hard to kill before. Out to stop Arnie and wipe out the Conner family's a new, advanced Terminator-model, the T1000, changing shape to look like anything or anybody unfortunate enough to come into contact with it.

Hasta La Vista, Baby!

So there you have it — a potted version of the film I'm sure you've all seen, anyway. If you haven't, what the hell's wrong with you? The arcade coin-op strove to remain faithful to the movie's plot — completing the same linear development, beginning in the future, returning to the present and saving the future, as the film. The Amiga version does the same, resulting in plenty of mindless blasting and gratuitous violence. Don't ya just love it!

Terminator 2's an all-action, blast-everything-in-sight type of game. It's not subtle, it's not exactly taxing on the old grey matter, either, but it's straight out of the *Operation Wolf* school of blast-'em-ups. When playing this, expect your trigger finger to get plenty of action — there's no let-up in the waves of Terminators attacking you in all shapes and guises.

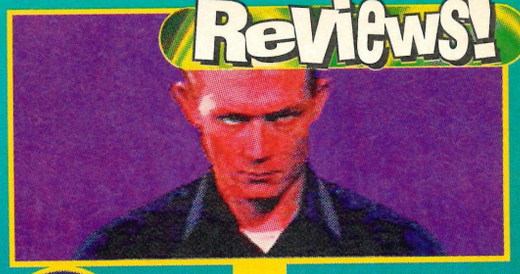
There's a choice of a one or two-player game. In the two-player mode, player one must guard the left side of the screen and player two, the right. You can only be hit by bullets and bombs striking your side of the screen. Hits are shown by the depletion of your energy bar at the bottom of the screen. There's also a bar showing the amount of firepower you've left. The lower this gets, the slower your gun fires.

To recharge the gun, there are power-ups — hidden inside crates dotted around the landscape — to gather. Blow up the crate, revealing extra bullets, missiles and faster, more powerful guns. To fire the missiles, simply press the right mouse-button — they destroy the enemies much quicker than normal gunfire.

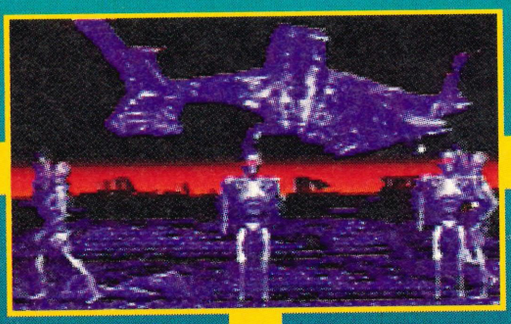
You begin in the future, the year 2029, to be precise, after the machines have conquered the world and the Skynet computer-system reigns supreme. There's a small band of resistance fighters left, who are determined to preserve what's left of the human race. These desperadoes are led by one John Conner.

In the opening levels, you take the role of Conner as he battles through the barren,

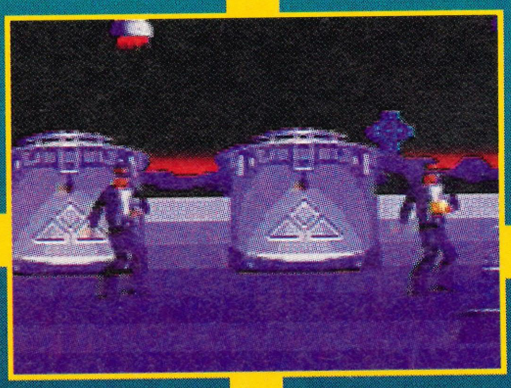
ATOR 2: DE GAME













inhospitable landscape to reach the Skynet and send a commando back in time, protecting his younger self. You begin trying to get to the human hide-out, where the Terminators are attacking the humans huddled inside.

On screen you can see your gunsight, which has to be trained on the different machines coming towards you, as the game scrolls horizontally across the terrain. These early Terminators are just bare metal; they're accompanied by flying machines and larger, tougher robots. Once you've battled past them, there's a large, mean-looking robot to despatch before entering the human hide-out.

> "Plenty of mindless blasting."

The object in here's to destroy the Terminators — there are Arnie look-a-likes on the prowl now — without shooting the humans. Once this level's complete, you protect a jeep as it desperately races across the surface trying to reach Skynet. It's imperative to protect these guys, otherwise you keep getting sent back to the beginning of the level. It's amazing how many jeeps these resistance fellas have!

Bloodthirsty violence

Later in the game you take the role of Arnie, trying to shield the young Conner from the T1000-model Terminators. Again, there's no real need for a plot because there's really nothing to think about. The only object's blasting everything in sight before it shoots you.

'Interminatorable'

To be honest, this can get a little tedious after a while. The gameplay's fairly exciting to begin with, but, before long you realise all you have to do's hold your finger down on the fire-button and use the occasional bomb. Not exactly breathtaking!

Graphically, the game's exceptional, with some brilliant backgrounds. The characters are also well-designed, with plenty of attention paid to ensuring they resemble the machines from the movie.

The spot- effects are also good, with some convincing machine-gun sounds, as well as some atmospheric crunches and groans from men and machines.

Unfortunately, this isn't enough to rescue the gameplay. It starts off brightly enough, especially if you're a fan of *Operation Wolf*-clones. However, after you've played this a few times, I really can't imagine you rushing back to play it again and again.

T2's no more than a decent game. It's a shame it couldn't match the quality of both Terminator movies.

Chris!

Mark! Smash, crush, kill and maim! This is one game taking no prisoners. It's ultra-violence at its very best, or worse, depending on your viewpoint.

Don't expect to do much more than point your gun and fire in *Terminator 2*, though. It follows in the great tradition of *Operation Wolf* and its many clones. Simply aim at your target with the controller and press the trigger, despatching the baddies.

Despite this, I enjoyed playing *T2*. It's fun, especially when you really can't be bothered to do anything mentally taxing (since when did you ever attempt that! — Ed). However, I did find myself tiring of the killing after a while.

Compensating a little for this, the game looks good, with some smart graphics and smooth animation. I advise anyone thinking of buying this to consider what they want from a game. If it's mindless violence you're after, look no further than *T2*. You won't be disappointed!

amiga FORCE Rating!

- **DEVELOPERS: PROBE**
- **DISKS: 2**
- **PLAYERS: 2**
- **GENRE: SHOOT-'EM-'UP**
- **1200 COMPAT: YES**
- **HD INSTALL: YES**

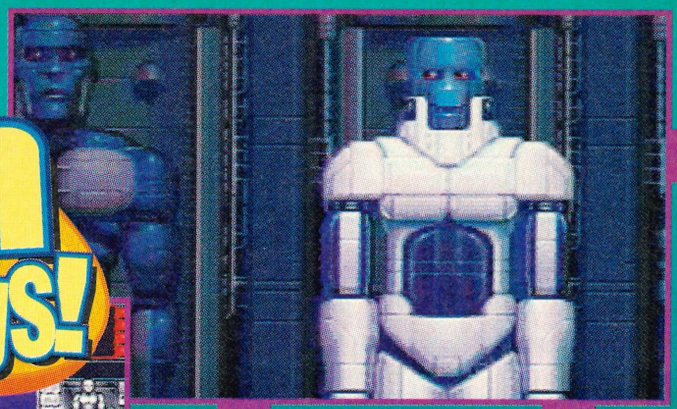


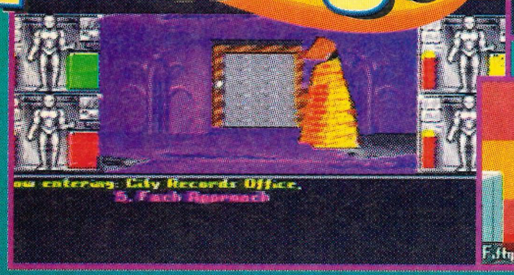
A good game for blaster fans, but it could've been much better.

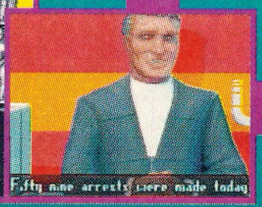
80

Reviews!

Rich pickings!







Chris!

Now this is more like it! *Liberation's* stunning to look at and bloody good to play. It's a huge maze of a game, demanding and getting the full concentration of the gameplayer. The Droids are easy to control and respond quickly to instructions. Similarly, the Instruction-icons cause no problems — so it's a game you can get your teeth into immediately. The opening sequence explaining the scenario's outstanding. The digitised speech is top-quality, as is the stirring musical score. I recommend this to all CD32 owners. It's what we've all been crying out for. About bleeding time someone listened!

Tip time!

Keep your Droids in tip-top working order by making full use of the Repair option — allowing you to replace any part of the Droid with a pristine new component. You can also upgrade the Droid with faster, stronger parts.

Cd!

LIBERATION

Mindscape, £TBA

When I first got my hands on *Liberation*, my first response was WOW! It seemed like I'd finally found the game the CD32's been crying out for. Exceptional graphics, strong storyline, a brilliant introductory sequence and gameplay backing up the good looks.

Incidentally, one of the voice-overs in the animation at the beginning of the CD's by television star, Neil Morrisey. Trivia-buffs among you know him as Rocky in Boon and Sammy the 'Chamois' — 'I clean windows, me!' — in *Noel's House Party*. Just thought you should know.

> **"An extremely good game."**

Anyway, the game looks and plays brilliantly. What more could a rabid gamer want? Well, remember these were initial impressions. After playing a while longer, I began to get a bit bored. What at first seemed great playability became a little repetitive — not enough to ruin the game for me, but sufficient to warrant a reappraisal of my first impressions.

It's still breathtaking to look at and admire. Unfortunately, there are holes in the gameplay. The gaming area's immense, making full use of the CD32's capabilities — the thing is, it became tiresome running around it, or driving in a taxi. There's a sense of deja-vu about entering buildings, seeing and doing the same things.

Future shock

After that early appraisal of the game's potential, let me tell you what *Liberation's* all about. It's set way in the future in the 29th Century. Earth's a festering world — slowly dying, ravaged by increasingly adverse weather conditions and generally abused by huge multi-national corporations. One such organisation's Bio-Corp which won the contract producing law-enforcement, city Droids.

These machines have been malfunctioning and slaughtering innocent people. In a massive cover-up, other innocents have been unjustly arrested, protecting the corporation image. The aim of the game's taking control of four Droids programmed to locate and free these captives in an attempt to uncover this evil corruption.

There's a captive to release on each level, but getting to him's no easy feat. The game's viewed from the Droids' perspectives, as you move them through the streets looking for clues to the prisoners' whereabouts.

You talk to people you meet, or shoot them if they get on your nerves! Each Droid also has a backpack for placing the items found on your travels in — they include door-cards. The most important clues are usually behind locked doors, so it's vital finding the cards corresponding to the door-numbers. To pick up an object, simply position the on-screen cursor over it and press FIRE — then transfer it to one of the Droids' backpacks.

There's a hell of a lot more to the game, of course. For a start, it's important knowing where you are at any time. Otherwise, you spend ages fruitlessly running around. It's also a good idea checking every building with a fine toothcomb before leaving. This ensures nothing's missed that could be useful at a later date.

Summing up, this is an extremely good game and one of the few attempting to use the potential of the CD32 to the full. However, it seems to me lacking that little extra, turning it into a classic. Even so, other companies take note. *Liberation's* on the right tracks — if only more CD releases could achieve the same!

Mark!



amiga FORCE Rating!



- **DEVELOPERS: BYTE ENGINEERS**
- **DISKS: CD**
- **PLAYERS: 1**
- **GENRE: STRATEGY**
- **1200 COMPAT: N/A**
- **HD INSTALL: N/A**

A brilliantly-designed game making good use of the CD32's potential.

88

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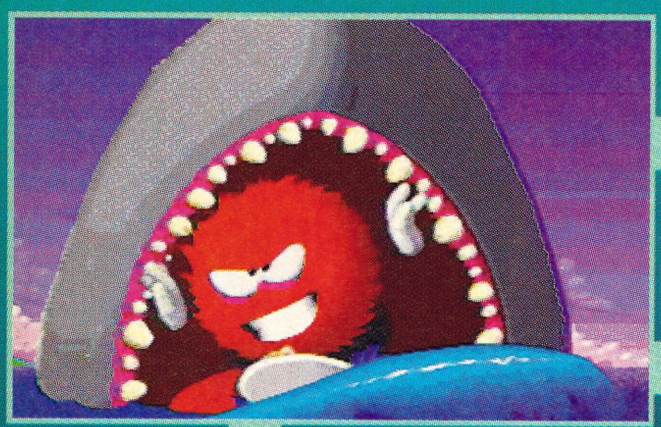
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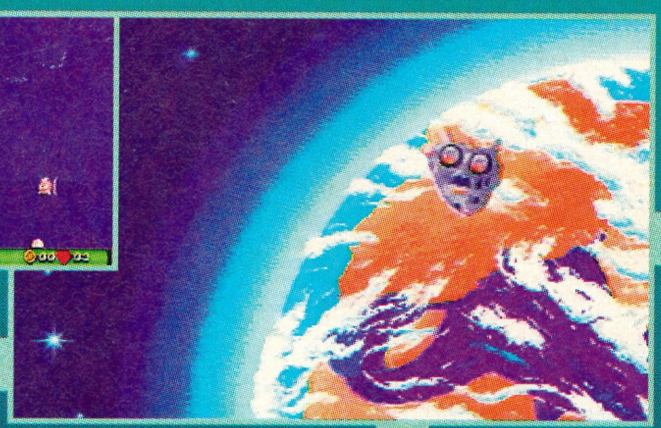
Reviews!

Rich pickings!

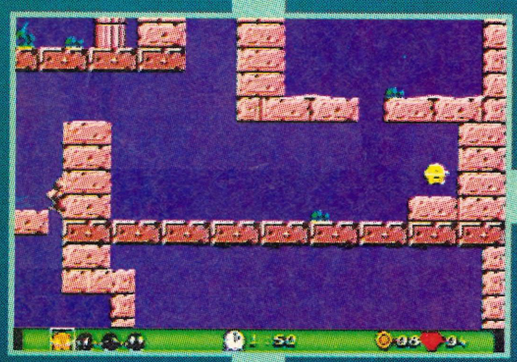
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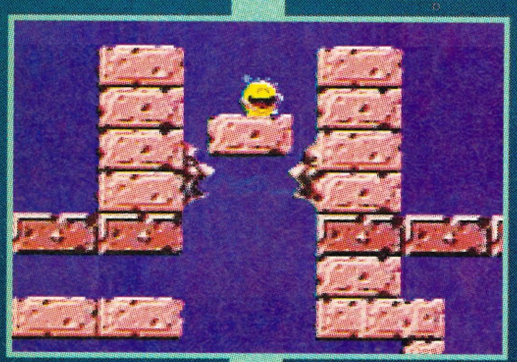


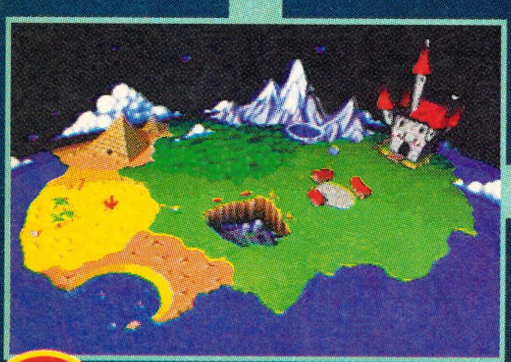




Watch out for Tiny-eating sharks in the Lagoon level!







Mindscape, £29.99

There's a new gang of cute characters in town and they go by the name of the Tinies. These guys are considered the most mischievous creatures in the whole galaxy, but you've got to ask yourself: how much damage can a small ball of fluff do?

Well, quite a lot actually! A rebel gang of Tinies stole an exploration ship on their home planet, intending to invade Earth. Being little scallies, they played one prank too many on the journey forcing them to turn around and head home.

On returning to their home planet of Sklumph, the rebels realise things aren't quite the same. A particularly nasty Tiny, known only as the Wicked One, is in power. He's taken the King prisoner and used a huge Metamorphose machine to change all the other Tinies into either mindless fools or savage beasts.

The quest to save Sklumph rests in the hands of the rebel Tinies, controlled by you. The Tiny World's future lies in *your* hands — if you fail, the planet's doomed to be controlled by the sadistic Wicked One forever.

"Playable and extremely addictive"

I always like a good plot and this is nothing like a good plot! No, unfunny joking apart, *Fury of the Furries* is a great little platform puzzler. It's actually quite nice to see some thought going into the game's scenario as well.

Mindscape seem to be concentrating on creating cute little characters — the Tinies follow hot-on-the-heels of *Alfred Chicken*. Thankfully, these guys have loads of personality — check out the way the Swimming Tiny kicks his little legs or the cool dives performed by any of the gang when jumping from a great height. While it's true to say these effects are merely cosmetic, they still add to the general light-hearted atmosphere of the game.

Testing the Tinies

Your goal's reaching the Castle and saving the King from the Wicked One's clutches. There are eight regions of the Kingdom to negotiate before reaching the Castle, each containing loads of devious levels. The object of each level's overcoming the obstacles, puzzles and creatures blocking your path as you search for the exit sign. Each level has a duration limit, depending on difficulty, so there's no time to hang about pondering over puzzles!

A Tiny can run and jump with the best of them. Their movements are swift and responsive to the joystick-wielding — vital in a game relying, to a great extent, on the precision of your leaps and the timing of your runs.

The Tinies can also use four different magic spells, only available when the relevant Tiny icon's lit in the bottom-left of the screen. To transform your Tiny, simply press down when stationary.

The spells are identified by their colour, the Yellow power allowing the Tiny to throw fireballs. The longer the fire-button's held down, the stronger the fireball; a yellow Tiny also runs through flames. If you want to swim underwater, using the Blue power turns you into an aquatic champion. When underwater, pressing the fire-button spits water bubbles at any enemies in the vicinity.

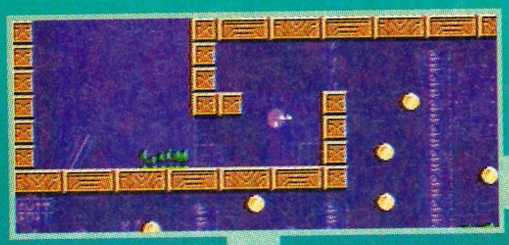
The Green power allows a Tiny to throw out a line and hook himself onto any object or part of the surroundings it's possible to walk on. He also pulls stones by throwing a line onto them — vital in levels where there seems to be no escape. Finally, the Red power creates a mad, munching monster! This Tiny is so hungry he eats most of his surroundings. Give him a brick and he happily chows down.

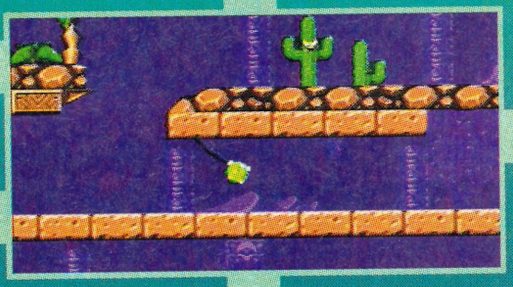
The animation on all Tinies is excellent — check

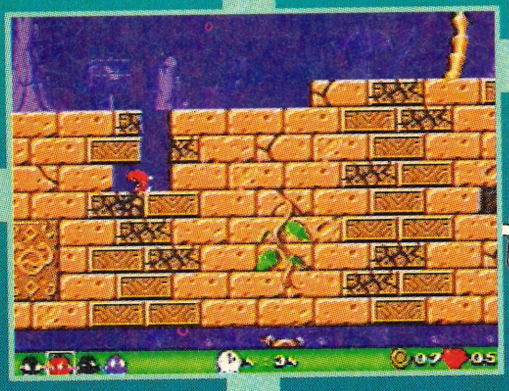
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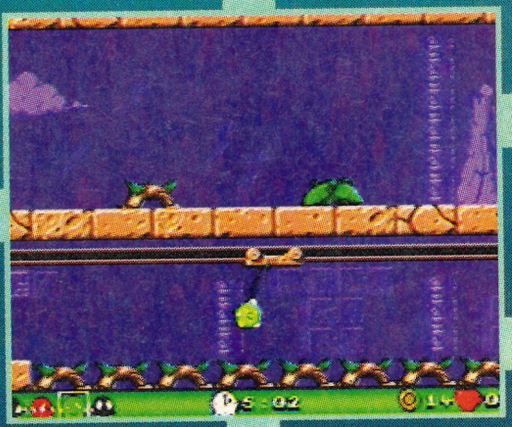


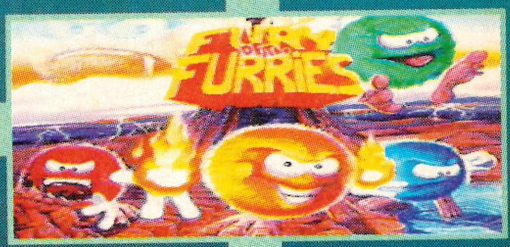


Mark! This is one of those games that's so fiendish, it grabs you the moment you pick up the joystick. The controls are easy to use, with simple icons at the bottom of the screen and a very responsive central character. As far as the graphics go, this game is well up-to-scratch, with plenty of cute details, colour and good animation. This all helps to increase the game's playability.

Fury of the Furries is a fun game, with plenty of humorous touches. It's challenging, frustrating in the best sense of the word and has some cute central characters. This is a must for fans of the genre and still well worth a look for everybody else.

Tip time! In the Lagoon remove the stone under the lake, draining the water. Discover what we mean when you get there!





(Left) The Tinies are resourceful little chaps. Check out this tough cookie, hanging on for dear life above a bed of thorns. No prizes for guessing the outcome if he let's go!

out the muncher if you fancy a laugh. When he opens his mouth, it's bigger than the rest of him! This is just one example of the great sense of humour in *Furries*. Wit's an extra element that's always welcome in a game and there's plenty more to find and enjoy.

Furious Furries

The action begins in the Desert region with some gentle teasers to get you used to the game-mentality. Believe me, once you progress further, things really become fiendish and it's important to make use of the different Tiny powers. If the icon's lit, it usually means Tiny's necessary to complete the level and find the exit.

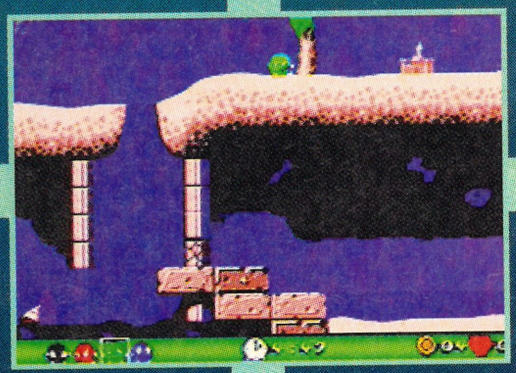
On many levels it's worth finding the colour-fields. When the Tiny goes through one, he can gain an extra power if the corresponding coloured icon isn't already alight. However, walk through one of these fields, already possessing the power, and you lose it. Each subsequent passage through the colour-field either activates or deactivates that power.

As you progress onto the later stages, it's an idea keeping an eye out for teleporters, marked by sparkling stars. Step on one and you reappear in another part of the level. The game's also full of bonus levels. Find these to get extra bonuses, collecting 100 to gain an extra life.

Fury of the Furries is both playable and extremely addictive. The puzzles are just hard enough to have you pondering for a while, but not too tough that this turns to frustrated annoyance. Everything's logical, it's simply a question of getting on the game's mischievous wavelength!

The game also boasts some great graphics and catchy tunes. I've mentioned some of the animation before and it's worth saying again that the quirks of the Tinies make for endearing new characters. I fancy we may not have seen the last of these cute characters.

Chris!

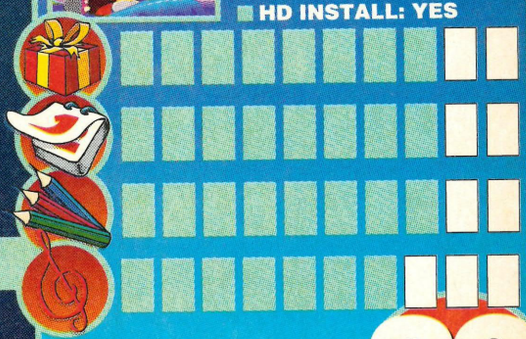




amiga FORCE Rating!

- **DEVELOPERS: IN-HOUSE**
- **DISKS: 5**
- **PLAYERS: 1**
- **GENRE: PUZZLE**
- **1200 COMPAT: YES**
- **HD INSTALL: YES**





Terrific gameplay and hours of fun guaranteed.

86%

Reviews!

Rich pickings!

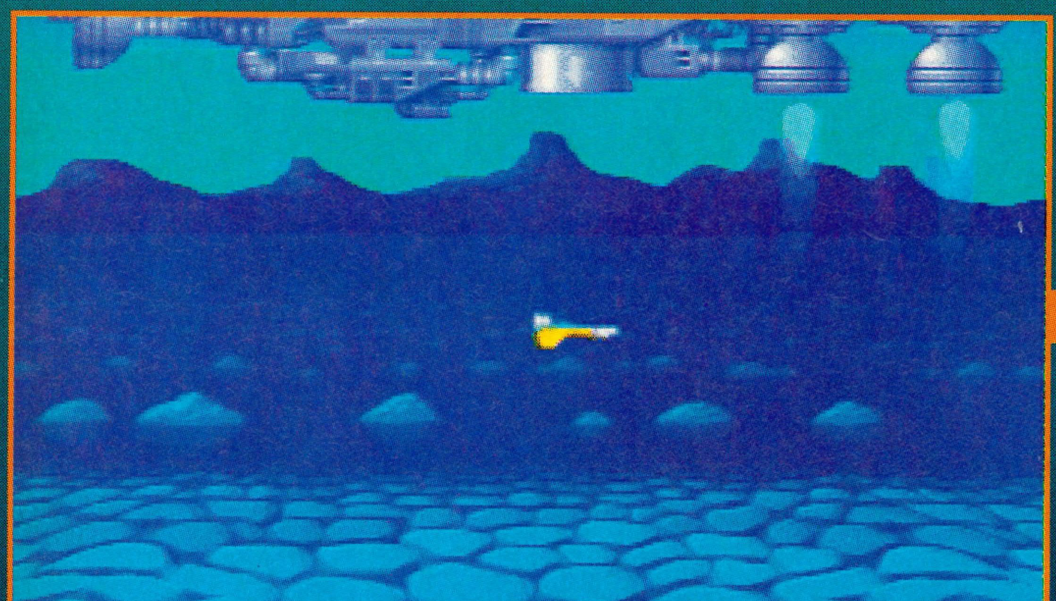




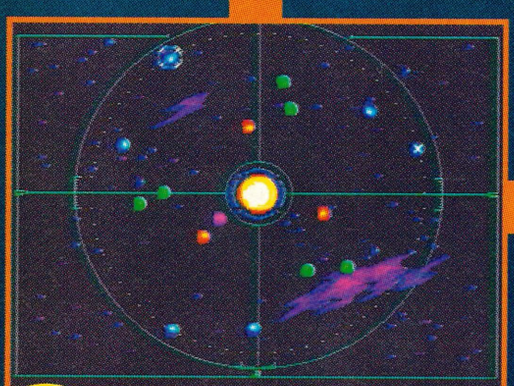
OVERKILL A
LUNAR-C

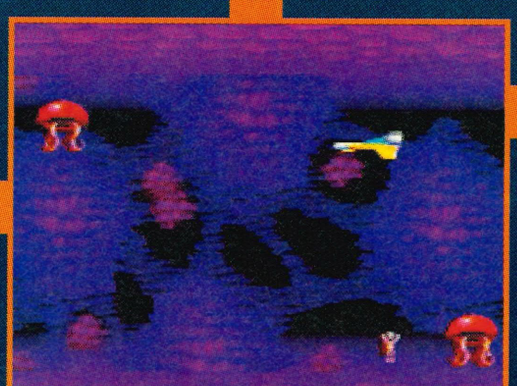


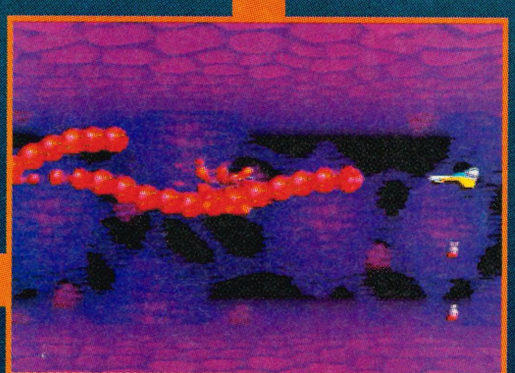
More shoot-'em-ups than you can shake a stick at! *OverKill* and *Lunar-C* are dedicated to blasting anything that moves. Just the way we like it!











When playing *Overkill*, save your shield for the end-of-level guardians. Their destruction demands loads of hits, so any extra help always comes in handy.

Tip time!





Reviews! CD!

AND

Mindscape, £29.99

Let's start by saying this isn't the sort of thing setting the CD32 alight. They're a couple of decently-presented, enjoyable shoot-'em-ups, keeping me amused for a while — the problem's they're both average games.

Overkill's no different from the game we reviewed way back in issue 13, while Lunar-C seems to have been added to justify the release of the CD. After all, I don't think a basic Defender-clone, with no significant improvements, can merit being released as a full-price CD on its own.

No killer-touch

If I look at Overkill first, I say Ian's rating in issue 13 seems to be slightly too high. True, the game's initially addictive, despite the simplicity of design, but I feel the overall rating of 88 should be lowered by around ten. Giving it a mark of 78 seems more accurate to me for what's at the end of the day, no more than a good shoot-'em-up.

> "There's nothing different here"

The idea behind the game's destroying an alien empire that's taken over the Solar System. Battle through the three levels, making up each stage of the Universe, progressing to the next. Your ultimate aim's reaching the aliens' home planet at the centre of the Solar System.

First, clear the three planets of all their evil alien-invaders — after clearing one stage, you move on, engaging new nasties against fresh backdrops. Before you can do this, however, annihilate the level guardian-baddies. These guys are bigger, badder and altogether tougher than the previous aliens, so advancing through the game's no picnic!

Helping you overcome the aliens are plenty of bonus weapons to pick up, including Triple-shots, extra speed and bombs for peppering any alien ground-attack. Your craft also has a shield, activated by pressing the blue button on the controller — it's limited and needs careful use.

Human commandos drop from the sky, destroying crystals on the ground, a further boost. However, if collected by the aliens, the crystals let them create new waves, attacking you. Picking up the humans gives you bonus points and allows them to drop back, destroying more crystals.

That's it for Overkill. There's nothing different in the CD32 game worth shouting about. The sound's about the only feature altered — and it's nothing special! As I stated, this is a good shoot-'em-up, but not worth pushing the boat out for on the CD32.

Lunar lunacy

This game's no more than a filler, making the CD look like value-for-money. Lunar-C's a run-of-the-mill shoot-'em-up — the aliens come at you in easy-to-counter regimented waves, with no variation getting the adrenalin going.

The idea's you're the chosen hero sent to tackle the might of the Sirian forces of evil.

Success demands fighting through loads of waves of baddies before taking out their huge reactors.

Killing all aggressors in one wave releases a power-up token — grab them, upgrading a weapons-gauge through a choice of stronger, quicker blasters. They include Plasma, the most powerful weapon when on maximum level; Aftarc, a rear-mounted gun and Photon, for homing in on the aliens' signals.

You face the obligatory end-of-level guardians — again, these large powerful aliens take loads of shots to destroy. It's all very familiar, and not really very exciting. The graphics, as a CD release, are nothing to shout about, while even the sound's of average quality.

This is certainly the weaker of the two games. Though to be honest, as CD32 releases, neither's much to get worked up about. The shoot-'em-up to set the CD32 alight's still awaiting release.

Stix! A couple of decent shooters but expect more from the CD32.

Chris! For once, I agree with the little drummer-boy. Stix's got the rating about right, considering this shoot-'em-up duo are a CD32 release.

The games aren't bad, but make no use of the capabilities of the machine — a shame! I always expect something more from a CD.

The only point I'd argue with Stix is the addictiveness of *Overkill*. I loved this blaster when we had the Amiga version a couple of issues ago. It's fast, furious and keeps getting better, the further into it you go — a great game, that's a must for shoot-'em-up fans.

But why bother getting the CD32 version? It's no different, so what's the point? I'm still waiting for the shooter to take the CD world by storm. Someone, please put me out of my misery!



amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISK: CD
- PLAYERS: 1-2
- GENRE: SHOOT-'EM-UP
- 1200 COMPAT: N/A
- HD INSTALL: N/A

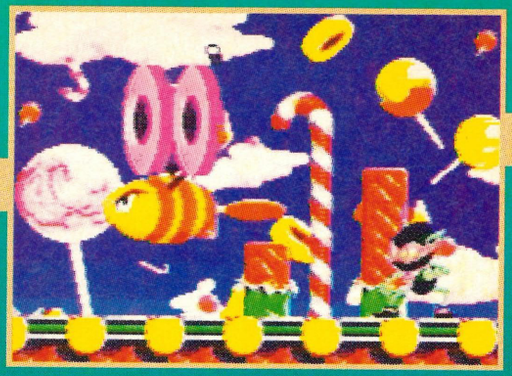


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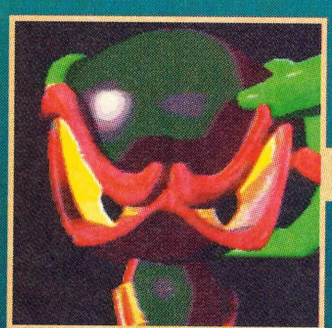
Reviews!

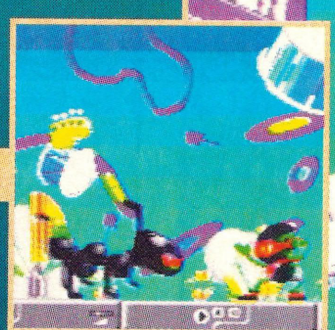
Rich pickings!





ZOOL CD





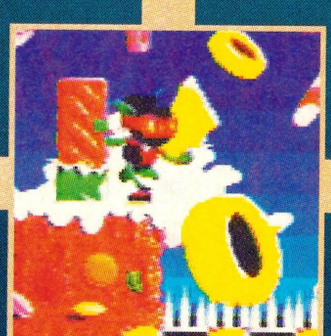






Tip time! ■ Check everything you come across, things aren't always what they seem. Walls, platforms and objects often provide access to other parts of the level. ■











Mark! ■ This is one of the all-time greats, offering hours of top-rate entertainment, especially if you use the option allowing up to five continues.

Technically, everything's brilliant, producing a weird and wonderful environment and smooth, ultra-fast gameplay. This makes for a challenging, without ever being frustrating, dose of platform-adventuring.

My only criticism stems from the fact it's a CD32 game. On this level, little innovation or enhancement to the playability has been attempted. Fans of the Amiga version may feel they've wasted their money if they splash out for what's essentially the same game.

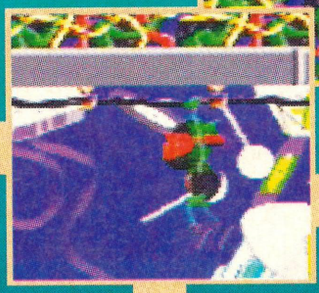
Even so, it's impossible to criticise *Zool* for too long. The game's too bloody addictive! If you own a CD32, and don't possess a single version of the game, get this — you won't regret it! ■











■ It's not advisable to hang around for too long — a bolt from the blue's on its way. Watch out Zool me old mate!



■ Gremlin, £29.99

Whoever hasn't heard of the Ninja of the Nth dimension, please put your hands up! As I thought, everyone in the entire world knows all about the tough, little bug called Zool.

Let's face it, he's now got his own sequel out on the Amiga (reviewed not a million miles away from this page). It was inevitable that, at some stage, the CD32 version of the game would drop onto my desk for review.

Now that it's arrived, the question is: does the CD32 version enhance what's already a pretty damn special game? Before I answer that, let's have a quick recap for the Nth-dimensionally-challenged among you, explaining who Zool actually is.

For a start, he's an interstellar cosmos-dweller and the Guardian of the Nth dimension. He's a bit of a Ninja superstar, who likes nothing better than running, jumping and sliding about!

"The playability's amazing."

He's also got an enemy who's out to destroy all that the Ninja code holds dear (well, he would be wouldn't he!). The name of this mean old baddie's Krool and he's assisted by his evil henchman, Mental Block. Between them they've cast spells on ordinary objects, turning them into deadly assassins.

Zool's quest is battling through seven worlds, destroying the evil perpetrated by this deadly duo.That's the scenario for all the different formats on which you can play *Zool*. However, you want to know how the CD32 version enhances the gameplay, don't you? Well, to be honest, it doesn't do much. The action does seem a little faster, but *Zool* has always been one of the most fast and furious games around, anyway. This apart, the changes are, like most CD32 versions of games, merely cosmetic.

There are some great musical scores and spot-on sound effects — the additional graphics are also fantastic. Check out the 3D-antics of Zool during the loading animation sequences, between stages, and when all your lives have been taken to see what I mean. These are neat touches we've come to expect from the CD32, and they do add to the overall wacky feel of the game.

However, the gameplay's essentially the same. There's no harm in that if *Zool CD's* the first version of the game you're going to buy; but if you've already got the original, it's debatable whether it's worth purchasing.

Pulsating platform action

The game itself is still a blinder. You begin by selecting from the options menu — there are three difficulty levels, Easy, Normal and Hard. Which one you select affects the number of bonuses you have to collect on each level to progress to the next. On Easy you need 25%, Normal takes 50% and Hard requires 75% of the bonuses to be amassed.

You can choose to increase the game-tempo by selecting the Fast option, only recommended for real *Zool* superstars! It's also possible to have Inertia on or off. Having it on means Zool slides along the surface for a bit before coming to a halt. This can be an advantage, if you want to slide under an obstacle, say, or a disadvantage — it's not much fun sliding into a row of spikes!

Once into the game, it's high-speed action all the way. You begin in the Sweet World, full of rampaging Liquorice Allsorts. Each world's got four levels, at the end of which you defeat a big, bad guardian, progressing to the next world.

There's loads to see and enjoy — the graphics are top-quality, with bold, colourful backgrounds, while the attention to detail in the game's superb. Check out the musical keyboard in the Music World for just one example; others include the Toy and Fruit Worlds. They're all blessed with the same standards of excellence, making this a hugely enjoyable platform game.

Throughout each level there are heaps of bonuses, helping you on your way. These take in an Invincibility shield, extra lives and the weird Twozool bonus, allowing Zool to split in two, creating a shadow. This means you fire twice as many bullets, but it's also a bit confusing on some particularly frenetic screens.

Zool CD's a good buy for CD32 owners who don't possess the original. It's the best platformer available for the CD32 — the playability's amazing, combining awesome action with stunning graphics and sound. The only problem is if you've got the original, it's not really worth forking out for *Zool CD*. One version's really enough.



amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE



■ DISK: CD
■ PLAYERS: 1
■ GENRE: PLATFORM
■ 1200 COMPAT: N/A
■ HD INSTALL: N/A



■ Still a great game, but doesn't utilise the abilities of the CD32 enough.

Chris!

Reviews!

Rich pickings!

Cd!



SENSIBLE SOCCER

Sensible Software, £24.99

Probably the world's best football-simulation's making its CD32 debut. Yep, you've guessed it — *Sensible Soccer*, the game that's possessed many a humble reviewer, scorches across the CD32 scene!

The game's the same as it's always been, achieving an awesome level of addictiveness with a simplicity of design and gameplay rare in a game this successful.

The CD32 version's best enhancement is the really great sound quality, adding a high level of atmosphere to the gameplay. The cheers of the crowd escalate the excitement, especially in the two-player game. There's nothing more satisfying than hearing your fans' hysteria as you crash the ball into the back of the net. Mark knows exactly what I mean — he's been on the receiving end of so many drubbings in the Sensible Cup, he makes Swindon's efforts in the Premier League look respectable!

Goal-den gameplay

Sensible Soccer wastes no time in allowing you to access the match. It's the mark of a good football-simulation when you don't have to wade through loads of options screens to get to the nitty gritty. The match is where the action's at after all!

You begin by selecting a difficulty level, the type of competition you wish to compete in and the teams involved. There are 100 European teams to choose from and a selection of international squads.

Once you've settled on the type of match, you can select the weather conditions, length of the game and, just before kick-off, your team members and formation. Formations include the traditional 4-4-2, various sweeper-systems and all-out attack. These tactics can be altered during the match by calling up the bench. This pauses the game and puts you back in the tactics screen, allowing you to make a substitution or alter the formation.

Weather conditions change according to the month of the year you select to play in — this only happens if you elect to have seasonal weather on. The pitch can be muddy, icy or hard among others. All the different pitches affect the nature of the game, altering features such as the bounce of the ball, the way the ball skids off the surface and the ease with which the players can dribble.

There are loads of competitions to enter and up to 64 players can compete for glory. At club level these include the EUFA Cup, a European Super League and the Sensible Cup. International teams can take part in the World Cup, an international league or a knockout cup competition. The players can select to play cups over one or two legs and choose to have extra-time and penalties, should the match be drawn after 90 minutes.

"The playability's awesome."

Once into the match, it's impossible not to become addicted to the sheer speed of the game. The playability's awesome, believe me — the CD 32 version's lost none of the attributes making *Sensible Soccer* the brilliant game it undoubtedly is.

Joystick controls are simple, but provide you with a host of options when passing the ball. You can punt the ball long, play a short pass or a delicate chip, without having to think about the controls. It's this accessibility that makes for the fast and furious gameplay. The players respond immediately to instructions; they tackle, run and jump smoothly and are surprisingly well-detailed considering how small the graphics are.

The referee's quick to punish any foul play. We found he tends to give a yellow card for fouls in open play. However, if you bring someone down as they bear in on goal, expect to be severely punished, with the red card being swiftly dealt.

In short, I'm the world's greatest *Sensible Soccer* fan. I can play it forever, whatever machine it's on. The CD32 version offers little new in comparison to the original, but who cares! If you've got a CD32, *Sensible Soccer*'s a must. It may not be a whole new ball game, but it's still a football-simulation that's always at its brilliant best.

Chris!

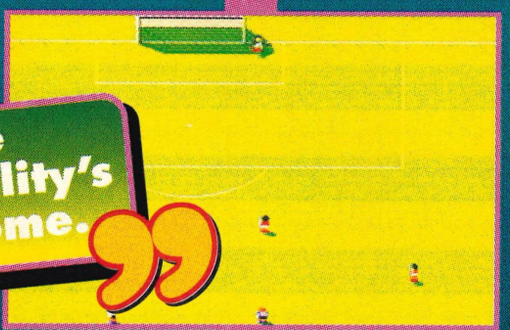
Mark! *Sensi Soccer* still ranks among the greats, and this CD version's no exception. There've been a few slight modifications, all adding to the gameplay, but, essentially it's the same game, retaining all the original's thrills and spills.

The old argument concerning straight ports to the CD will no doubt rear it's ugly head again, and, yes, they should have done more with the game, but I've no complaints overall.

It's very fast, incorporates numerous options, cups and leagues and features almost endless enjoyability, especially in two-player mode. Comes highly recommended from me!



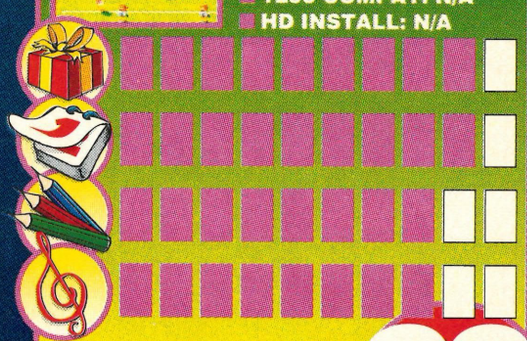
Tip time! Swing corners in close to the goal-line. It's a tactic sure to provide a goal-scoring opportunity for one of your players sliding in on goal.



amiga FORCE Rating!

DEVELOPERS: IN-HOUSE
DISKS: CD
PLAYERS: UP TO 64
GENRE: FOOTBALL-SIM
1200 COMPAT: N/A
HD INSTALL: N/A





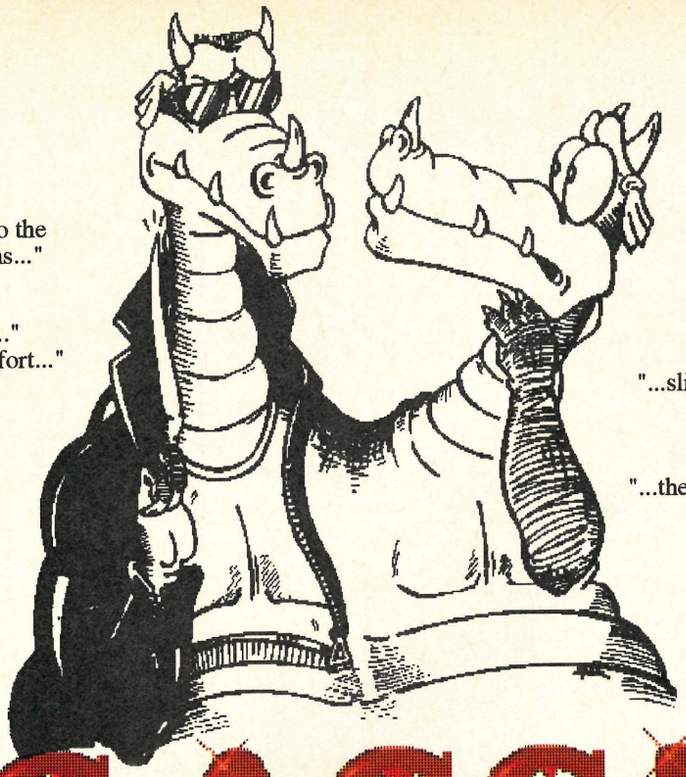
Could have utilised the CD more. Still a great game, though!

88

"...Special mention must go to the Assassins games compilations..."
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E & OE

Budget!

Budget bargains!







Tip time!

■ Keep an eye on your Wizard's green energy bar. When this is empty, you have to wait until your next turn before being able to start casting spells again. ■

LORDS OF CHAOS

■ Buzz, £9.99

Lords of Chaos is all about a bitter battle for supremacy between the Arch Mages. A society which used to living in peace and harmony, with no wars or plagues, has been thrown into chaos by a build-up of magical powers.

They created hideously-deformed creatures that roamed the land and brought the long-dead back to life.

War now raged and in the aftermath, the once peaceful world fragmented into many self-contained lands. The only ruler's chaos. Wizards battle simply to survive, while the only way to venture between lands is through portals. It's vital for Wizards to negotiate the different worlds as the only way to survive is by collecting magical power.

Up to four players can take part in *Lords Of Chaos,* each one taking the role of a Wizard. The idea's to become the most powerful spell-caster and exert your powers over the game's environment.

Lordy, lordy me!

The action's viewed from an overhead-perspective, with the characters being moved by using the mouse to position a screen-pointer and pressing the button to complete the command.

Once *Chaos* has loaded, there are a number of options to choose before you can enter the game. You can load one of four scenarios, decide on the number of players, select a difficulty level and choose the time-limit on the game. Once they've been selected, the game moves into the adventure stage. This involves a sequence in which each player and the computer-controlled creatures take turns to move and take control of beasties.

First, all independent critters take a turn and then each Wizard has a go to move all his creatures.

The screen display's split into three sections. The main one shows the map of the world, centering on the part you occupy at the moment. The rest of the map's in darkness until you begin to explore it.

On the right side of the screen's a list of options, displayed as icons, which is brought up by clicking the right mouse-button. This tells you what's going on in the world — describing the state of the creatures you control. Finally, at the bottom of the screen, messages provide information on events and objects.

> "Easy to understand and access"

Hocus Pocus

When you click the cursor over your Wizard he's activated, allowing you to move him or select other actions such as spell-casting or giving him a quick feed!

The Wizard's icons include the instruction to cast a spell. The spell list contains all the magic you can perform at that moment. By moving the pointer over each spel,l you can see the spell level, indicating how powerful you need to be to use it, and the cost in power of actually casting the spell.

There are 47 different ones in *Lords of Chaos,* including Flood, Enchant and Teleport; 27 of these magic tricks are Special Summons spells. They let you call up creatures from another dimension including Dwarves, Unicorns and Harpys to do your bidding. They all perform specific functions. For example, the Unicorn can be ridden by your Wizard.

There are loads of other functions to access. The Wizard can pick up objects in his house, open things to discover special items and order a creature to do battle with an independent beastie.

Graphically, *Lords of Chaos* is nothing special, but as a fantasy strategy game, it doesn't really need to be. It's more important that all commands are easy to understand and access — here *Chaos* scores a hatful of points. The Wizard responds quickly to instructions and using his different commands is no problem. The game itself is tough to play to begin with, so patience is required to succeed. This is a good game for fans of the genre, and at only £9.99, it makes sense giving it a go.

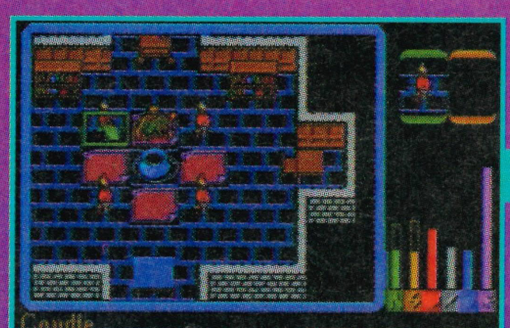
Stix!

Mark!

■ I'm not into role-playing and fantasy adventures, to be honest — *Dungeons and Dragons* has always left me cold.

However, considering my aversion to this kind of game, I was pleasantly surprised by *Lords Of Chaos*. It's a well-packaged game that's got the added bonus of being extremely playable. Controlling your Wizard's simple, with responsive mouse controls.

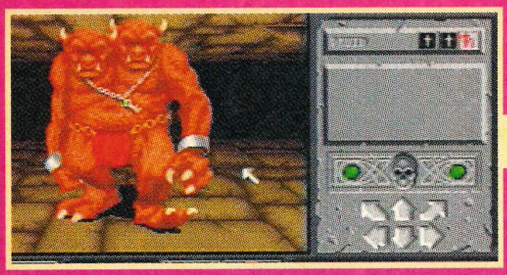
The game itself is pretty neat, taking a more arcade-style approach to fantasy strategy. There's plenty to absorb yourself in and it's not a bad release at all. I recommend this as a budget game to anyone, even if I do hate the genre nine times out of ten! ■

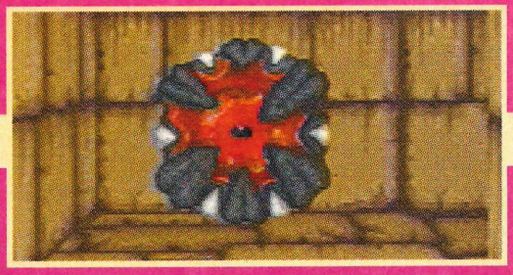


amiga FORCE Rating!

■ A well-designed fantasy adventure, with a strong strategy element.

83



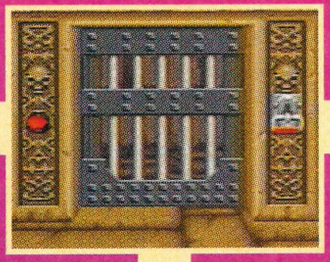


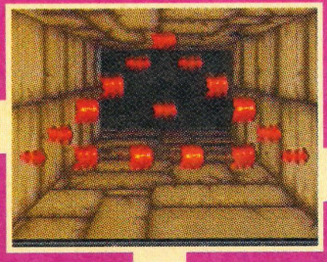


Budget!

BLACK CRYPT







Hit Squad, £12.99

'Twas a dark day in the country of Astera when Estoroth Paingiver, a powerful cleric, was banished for the most depraved and unspeakable acts imaginable. Hence his sweet name, I guess!

This happened 22 years ago. A year after the event, Paingiver returned to fulfil his promise of revenge. Bringing forth an army of demons and other undead creatures he took power over Astera.

Years later the Four Guilds of Astera united to banish the evil one again — this time to another dimension. Everything returned to tranquillity until now. The dimensional rift's slowly opening; your quest's to put together a band of the bravest adventurers in the land. They must venture into Estoroth's dungeon and retrieve four magical weapons, sealing Estoroth away forever.

In typical *Dungeons and Dragons*-style, that's the heroic scenario behind the latest budget adventure from the Hit Squad. Originally from Electronic Arts, *Black Crypt's* a huge, sprawling adventure that takes some playing. This isn't the type of game you can get stuck into without checking out the instruction manual. It's tough to play, expect to die regularly to begin with, and, if you don't refer to the maps in the manual, expect to get lost every time!

> "A tough old adventure"

Death becomes you

The first step on the adventure trail's selecting your motley crew. There are four characters to pick — a Fighter, a Druid, a Cleric and a Magic-User. Choose each of the four in turn from nine different experts in that field. You select from heroic-looking characters, ordinary Joes and hideously ugly monsters. Ask not what they look like, but what they can do for you!

Each adventurer has a set of attributes. Once you've chosen the characters, the next step's deciding on how you allocate their strengths and weaknesses. Skills include Power, Intelligence, Dexterity and Wisdom — you can award points out of 20 for each one from a limited supply. Hence, it makes sense making your Fighter strong, quick and dextrous, while your Magic-User needs plenty of intelligence, control and wisdom.

The action's witnessed from the perspective of the characters. You move the party around a maze of corridors, searching for access to the later levels as well as the magic Spells, Runes and Gems aiding your quest.

At the bottom of the screen are the four adventurers' faces. Next to each are gauges showing the current state of the character, his fitness and the weapons he holds.

Clicking on the right mouse-button brings up a second menu, showing the objects each man's carrying in his satchel. This menu also shows things such as the food each one has, the different magic Spells they're carrying and any scrolls providing clues to the quest. Bringing an object up to the face of the character you're controlling allows him to use it. Thus, after a battle, it's advisable using healing Spells and food, restoring energy.

As you go through the dungeons you need to find Keys to get through doors, Teleporters for swift access to other parts of the level and Pressure-Plates to open other doors. It's not an easy game to play but it's a satisfying one, nonetheless. I found myself forgetting the time as I battled to succeed.

The graphics and sound are both intended merely to suffice. There are no thrills, just clear and crisp attention to detail ensuring you never have trouble working out what's going on. Extremely helpful, believe me, in a tough old adventure like this!

Suffice to say, *Black Crypt's* a great addition to any adventure-seekers budget library.

Chris!

Mark! ■ *Black Crypt* brought back memories of that other classic adventure, *Dungeon Master*. While not quite in the same league, this offers a tough, atmospheric and interesting adventure with impressive depth to the characters' abilities. The problems are quite similar with pressure-plates, locked doors and force-fields making up the initial tests. If you're new to this type of game, then you could do much worse than *Black Crypt*. Those who already have an idea of what to expect certainly won't be disappointed. ■





Tip time! ■ Always check for illusionary walls, should you seem to be at a dead-end. There are plenty of them about, saving you having to find a long route through the maze and wasting precious time. ■



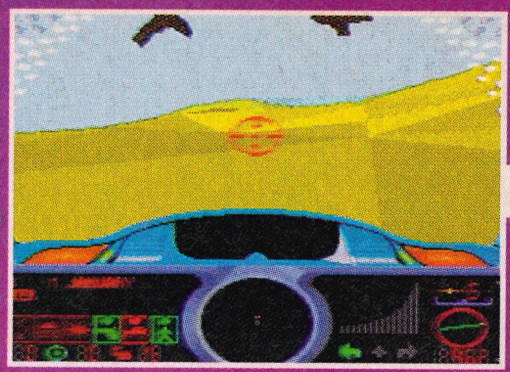
amiga FORCE Rating!

■ A brilliant game for fans of the genre.

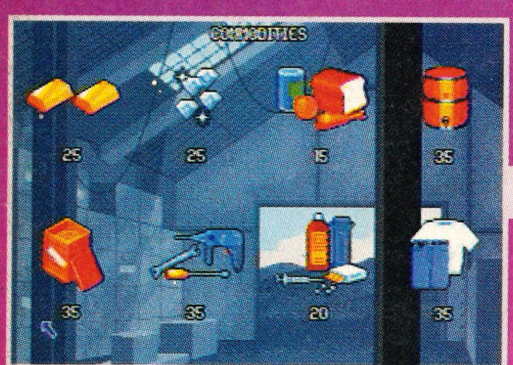
89

Budget!

Budget bargains!



ASHES OF EMPIRE





Digital Integration, £16.99

After what seems like a trillion years, this game finally loads, or so you think. In fact, after playing for a couple of minutes, you find it's time to swap disks once again.

This isn't my idea of an interesting game; it's too boring to make wading through all the options and the outrageously huge instruction manual worthwhile.

Okay, I'm sure diehard-fans of this type of economic/political-simulation may find something of value in *Ashes*, but I'm afraid I'm not one of them.

"Too long-winded."

The overall aim of the game's bringing peace and harmony to the entire CSR. To achieve this, you pacify five CSR Republics — Ossia, Ruzakstan, Belokraine, Moldenia and Servonia. Pacify a Republic by either controlling the capital province and at least two other provinces, or all provinces except the capital.

The nuclear threat

Making peace takes plenty of time and patience — well, a hell of a lot more than I have anyway! You've got to achieve four different United Community programmes in the province; these are UC Building, UC Demolition, UC Pacification and UC Ethnic Harmony. It involves a great deal of jumping around between numerous option and combat screens, as well as plenty of disk-swapping, of course.

The programmes need to be completed to calm a province. For example, Demolition involves removing buildings threatening the area's well-being, while Ethnic Harmony requires the support of different ethnic groups in the province, clinching their votes in the democratic elections.

There's limited time before your efforts become undermined by the actions of reactionary groups. They're serious — let's just say their idea of disrupting the peace talks is launching a few nuclear missiles.

Hmm, nice blokes eh! Funnily enough, a nuke exploding in a province makes it difficult to pacify the people living there. Who'd have guessed that? Personally, an exploding nuke in my backyard always make me feel really happy! As you may've gathered, this game isn't my cup of the sweet, steaming stuff. It's too long-winded, and ultimately, irritating to win my support.

Chris!

Mark!

Ashes is created by that brilliant programmer, Mike Singleton, and he's produced yet another damn fine game. I really don't understand Stix's problem with this strategy-simulation. Okay, it's complex, but a little intellectual thought never hurt anyone did it?

The game's been inspired by the historic events that took place in Eastern Europe not so very long ago. You must enter a tempestuous land and find the right tactics to bring order amongst the turmoil and desperation.

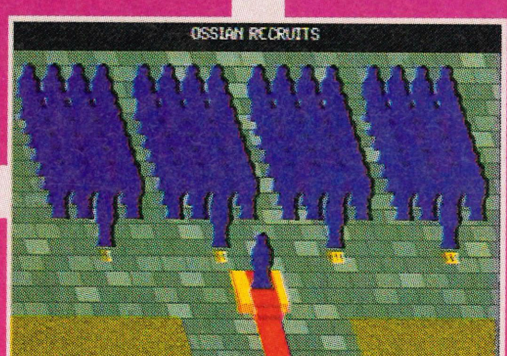
There are some smart graphics for a game this huge, and a high degree of interaction between you and the programme — you're drawn into the action and get swept up in the atmosphere of diplomacy and military action.

Ashes is an innovative adventure that's got the perfect scenario for our politically-correct times. As a budget game, I recommend this highly. Even if you're not a fan of the genre, it's worth taking a look when the price is this favourable. You never know, it may broaden your horizons!



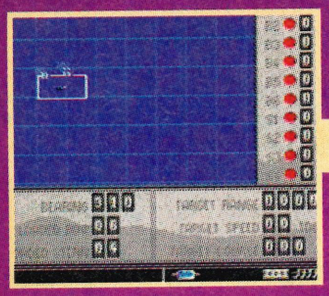
Tip time!

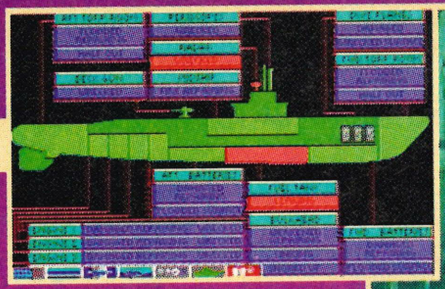
If you buy the game, it's imperative you read the instruction manual. Trying to get straight into the gameplay's a waste of time and only results in severe frustration!



amiga FORCE Rating! 79

May appeal to fans, but others steer clear. Very involved and complex.









Budget!

SILENT SERVICE II

Digital Integration, £16.99

Originally a Microprose full-pricer, *Silent Service II's* now available as a budget release or as part of Empire's *Combat Classics* compilation. In the game you take charge of a submarine during World War II — opt to fight anything from an individual battle to the whole of the war!

The first step's selecting a difficulty level, ranging from Introductory (the Japanese convoys don't zig-zag and are very slow to react) to Ultimate, described in the manual as harder than real life — obviously by someone who's never been in a submarine during a war. I mean, personally, I can't imagine anything worse than being confined inside a dank submarine, but then perhaps that's just me!

> "Appealing to war-buffs."

Choosing a submarine-type from the nine available's the next move. They're listed in ascending order of merit, including Old 'S'-Class, the worst possible boat, New 'S'-Class, a faster stronger sub, and Gato-Class, the standard US Navy sub. You then elect to use flawless torpedoes, which never malfunction, or historical torpedoes, which have realistic faults and may be duds.

We dive at five!

Once into the game, a list of icons at the bottom of the screen accesses the different functions and charts available. You can check the sub's bearing, it's position in the Pacific Ocean and the location of enemy craft. There's also a periscope (it wouldn't be a sub without one), giving you a Captain's-eye-view of the surrounding sea — you rotate left and right to view the area. The graphics in this, and most other sections, are comprehensive and well-designed.

The game's not the most fast-paced in the world, but it's the sort of thing I imagine appealing to war-buffs. The historical engagements are accurate and the instruction manual informs you of what occurred in these battles.

The conflicts you opt to participate in are all named after the Commander of the submarine involved in the battle. For example, you can play as Commander Randall 'Dan' Daspit, in charge of a Gato-Class submarine in a fight against a single, unescorted oil-tanker. In the real-life engagement, 11 of Daspit's 14 torpedo shots were duds. Of course, you can choose flawless torpedoes to ensure explosions when they're fired.

Another scenario puts you in the shoes of Richard 'Killer' O'Kane, commanding the Tang, an improved Gato-Class submarine, as your radar picks up a convoy of ships going away from you. In reality, O'Kane circled around the vessels, coming to rest in front of them. He destroyed three Japanese ships and the Tang escaped unharmed. The question is, has your bash at this engagement followed the course of history? This is the fun of the game, providing you with 'what if' situations.

Secret Service II's worth a look if you like the strategy genre. The action's faithful to the reality of the World War II engagements, while the game's well-designed. Those who don't take to these kind of games may find it a little slow. I'm afraid my tastes fall into the latter group.

Chris!

Tip time!

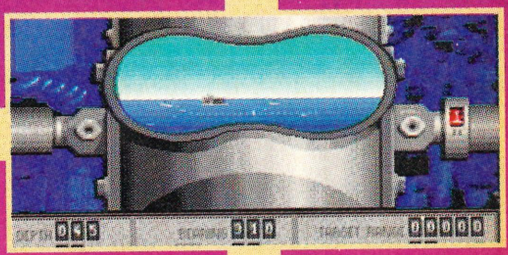
■ When involved in a nocturnal battle, don't open fire with your deck-guns unless absolutely necessary. Firing the gun gives away your position to all enemy ships in the area. ■

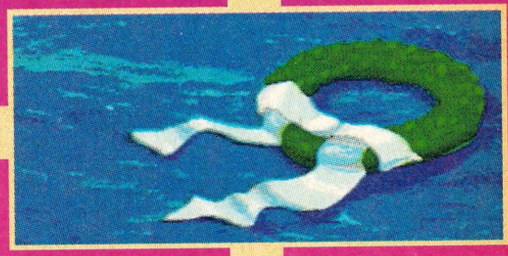
Mark!

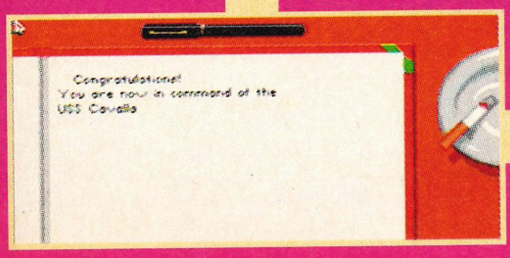
■ *Silent Service II's* a sequel living up to the star-billing. It was well-received on its first release as a Microprose product and still holds its own now as a budget label.

The idea involves guiding your sub silently into the danger-zone. Despatch the enemy vessels and disappear once again into the Pacific Ocean's uncharted depths. The strategy and battle sequences are engrossing and achieving your objective's a rewarding experience.

The whole package, including the comprehensive instruction manual, is a real insight into the world of the World War II submarine Commander. I enjoyed the experience and I think a lot of other people did the first time round. It's worth a look if you've never played the game before. ■









amiga FORCE Rating!

A faithful recreation of the battles fought by the brave men manning subs in WW II.

80

Public Domain!

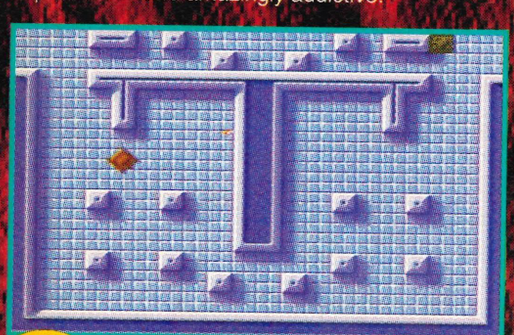
Going

Mr PD, Ian 'Where's my Anorak!' Osborne has gone. He may be missed, but a breath of fresh (ish) air's about to blow through the PD and Shareware scenes. Take a bow please, Stix 'New Kid On The Block' Jones...

TRAX

■ Magnetic Fields (Shareware)

This one's straight out of the golden oldie book of classics. It's what Public Domain should be all about — simple idea, well-implemented and amazingly addictive!



So, what's the gist? Well, there are two tanks, right, each taking ten hits before exploding and you've got a set time-limit to blow your opponent up. Basically, that's it. No thrills, no fancy graphics and just minimal sound effects. But boy, is it addictive! This is one of the top Public Domain titles of the month, mainly because everybody loves playing it.

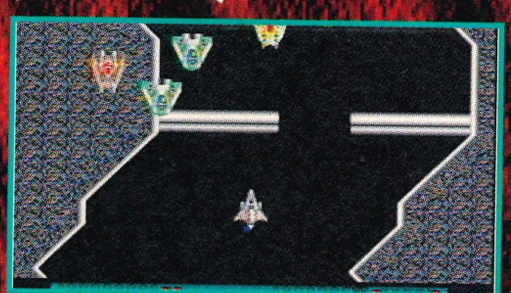
The game's a head-to-head battle between two players. You each control a tank and negotiate the single-screen maze, while dodging your opponent's shell-shots. There are 40 different mazes to choose from, each laid out in simple grids and blocks. Again, no smart graphics there.

It's difficult to explain exactly why *Trax's* such a darned good game. Maybe it's the deceptive simplicity of the gameplay. All you have to do's select the level, choose a time-limit and start blasting. Lovely gubbley. Buy this and have a great laugh with your mates!



FIREFLY

■ Magnetic Fields (Shareware)



Magnetic Fields seem to have a PD game catering for every genre. *Firefly's* their attempt at a shoot-'em-up and it's not a bad little game either.

It's based on the usual simple idea — a vertically-scrolling landscape, which your ship travels through blasting everything in sight.

The enemies tend to move diagonally across the play area, making it awkward dodging them. Their staggered approach means that by avoiding one, you inevitably crash into one of the other little blighters.

ICE RUNNER

■ Magnetic Fields (Shareware)

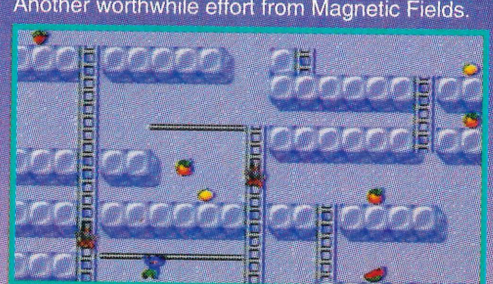
This is another in a long line of PD-platformers. Each level contains one screen of playing area, fruit to collect and little guys chasing you. Grab all the fruit, while avoiding the baddies, to progress to the next level.

Nothing new, but *Ice Runner's* still a fun, little game. True, it's never going to win any awards for graphics, sound or playability. However, if you're stuck for something to do for about an hour, this can fill the void.

The plot's simple — you're up the creek on various icy levels, with only your trusty pickaxe for company. Why you're there, nobody knows. The only way to progress is collecting all the fruit on the level.

Unfortunately, there's a gang of nasty blokes chasing and dogging your every move — where you go, they automatically follow. The only way to stop them's smashing a hole through the ice with the pickaxe. Basically, these guys are none too bright, so if you stand on the opposite side of the hole, they run into it. Dumb huh! Once they're in the hole, you can run over their heads to escape. Keep them in the hole long enough and the ice refreezes, sealing them inside.

As I said, this is a neat little game that's just addictive enough to justify giving it a look. Another worthwhile effort from Magnetic Fields.



Public!

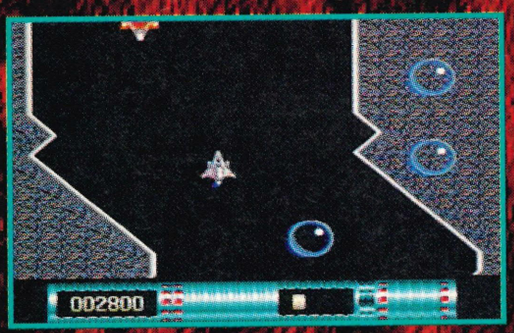
Even so, it's pretty good fun with plenty of oddly-shaped ships determined to destroy your craft. The ships range from simple blue blobs, that seem to be indestructible, to fiery shells, which can be despatched with a couple of well-aimed shots. Graphically, it's all very basic. However, here lies, to an extent, part of the game's charm. *Firefly* reminds me of one of those early '80s blasters we all hold so dear. The idea's straightforward and so's the look, but it's fun to play, without ever being very taxing.

Blast away at a wave of attacking ships to get some much-needed power-ups. They take the form of small stars, providing your spaceship with bigger and better weapons, and come in handy to protect your energy-bar, shown at the bottom of the screen.



In *Firefly*, you only have one life and an extremely miserly energy-bar. It only takes a few hits to take you out and end the game, so it's important to stay vigilant!

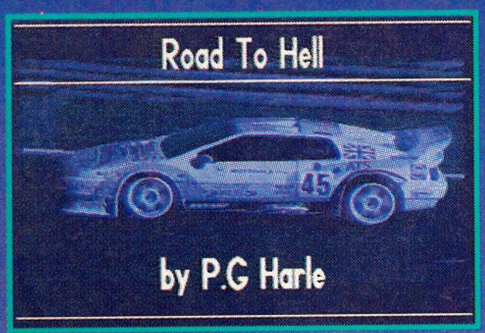
Firefly's worth checking out by new and old shoot-'em-up fans alike. It's a neat game, that's sure to give old hands a nostalgia trip back to the good old days of cheap and cheerful blasters!





ROAD TO HELL

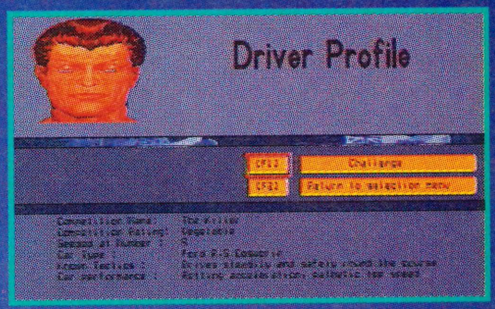
Magnetic Fields (Shareware)



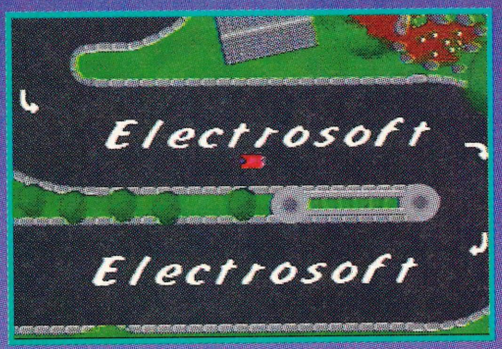
Road To Hell opens with a well-presented, digitised picture of a rally car. However, start playing the game and you find this has nothing to do with the action, apart, of course, from being a picture of a car!

This is certainly no gentlemen's race, like say the Lombard Rally. Oh no, here your main aim's to blast the opponent off the road! It's a one or two-player game, with no holds barred and no prisoners taken.

The first step's selecting a driver to race. The name of my favourite, Killer, gives you some clue to the less-than-friendly nature of the action. After choosing your driver, an array of optional car extras are displayed. You've £5000 to spend on anything you can afford or takes your sadistic fancy! Items for purchase include Missiles — at £90 a throw, these beauts can destroy the other racer — £300 Smoke Screens for blinding your opponent, sending him spinning off the track, and £3000 Armour-Plating, saving you from enemy missiles.



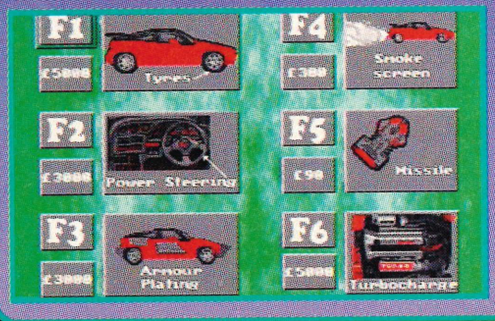
The action's viewed from a bird's-eye-perspective. You race against another car, with the choice of simply outpacing or blasting it from the track — if you've got some missiles handy.

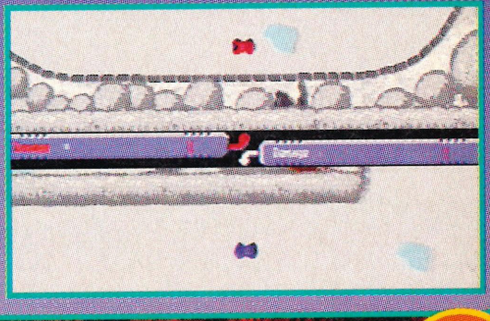


The graphics look really good, the music's thankfully not the Chris Rea song of the same name, and the gameplay's hugely entertaining.

The controls are very simple — press fire to accelerate, and take your finger off the button to slow down. Left and right move you round the track, pressing forward fires your Missiles and pulling back releases a Smoke Screen.

The two-player game's great fun. The screen's split, so each player can follow his own car. All in all, a game well worth the asking price.



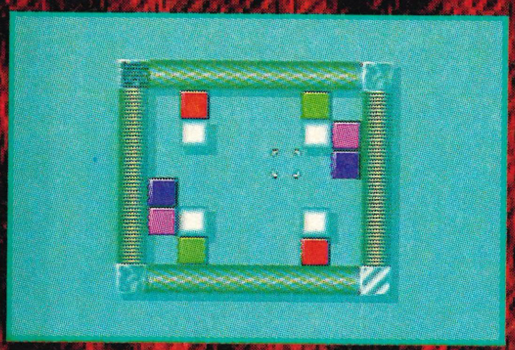


Public Domain!

ASSASSINS #144

■ Roberta Smith DTP (Compilation)

Here's yet another batch of Assassins' stuff, featuring some groovey Fergal Sharkey title-screen music. Remember that old '80s classic, *A Good Heart*? It was also used on *Assassins #95* — though this could be the Roberta Smith re-mix! Oh yeah, there are also four new games on the disk.



BRAIN-SHAVE

This opens with a sicko title-screen showing loads of blood, bits of a mutilated brain and a disposable razor. Hmm, lovely idea chaps! There's a choice of two game concepts on the title-screen, either *Gravity* or *Sliders*. Pressing F1 and F2 respectively accesses them.

Playing both games is all about solving the puzzle. *Sliders* is best — move the coloured blocks around the screen, bouncing them off other obstacles to reach the other block of the same colour. When the blocks hit, they explode. A simple concept that's ingenious and surprisingly addictive.

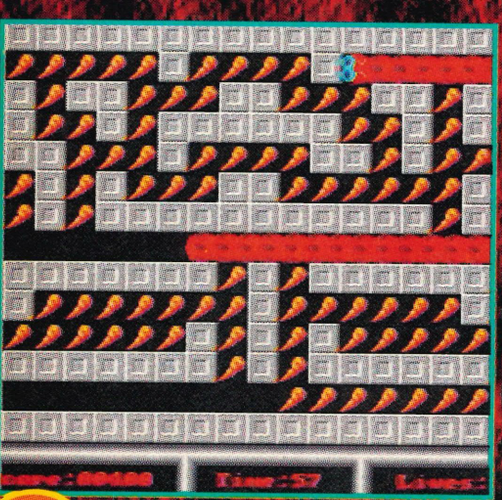
NIBBY NIBBLE

The idea behind this game's so straightforward, there's hardly anything to say about it. However, I've got space to fill so a bit of waffle's needed. I guess if I just write a bit more about needing to waffle, it should cover it. There, that should just about do it.

All you have to do in *Nibby Nibble* is guide a caterpillar-type creature around a maze, eating all the grubs on the screen. The more he eats, the bigger his tail grows. You've got to try and eat all the food without allowing Nibby to turn back on himself and eat his own tail.

The maze looks like a Pacman-affair, without the ghosts. It's just Nibby and his ever-growing tail. A tricky game, based on an extremely simple concept, that's enormous fun to play.

That's all folks!



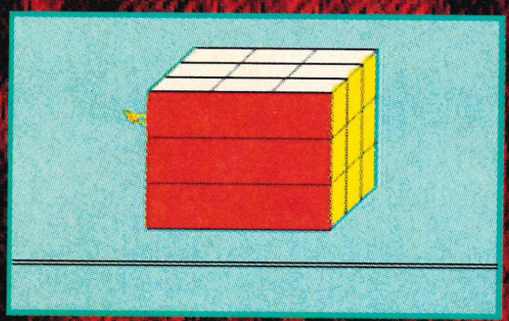


REJECTION

This is a throw-back to the eary days of computer-gaming. It's basically just a simple, bat-and-ball game. There are no frills and not a lot of thrills, either!

A one or two-player game, it involves firing a small ball past your opponent into his goal. The pitch is a one-screen, enclosed arena. The competitors are depicted as two rotating Orbs, which are extremely difficult to control.

Rejection's a very basic game that fails to match the addictiveness of the first two titles in the compilation.



CUBE

What can you say about a game that slaps a blocky Rubik Cube on the screen and says play with this? Well, if you loved those pesky cubes, you may enjoy this.

Not much else to say really, except that it's the weakest game on the disk — the best fun can be found with a few games of *Nibby Nibble*.

PUBLIC ADDRESSES

Here's a round-up of all the important Public Domain and Shareware addresses. If any other company wishes to be included, then send in some titles for Stix to run his expert eye over, well he'll try to play the games a bit, anyway. Also include your address for publication.

ROBERTA SMITH DTP
190 Falloden Way,
Hampstead Garden Suburb,
London NW11 6JE
Disks — 90p each,
+ 50p P&P.

ZENOBI SOFTWARE
26 Spotland Tops,
Cutgate, Rochdale,
Lancashire OL12 7NX
Disks — £2.49 each, inc P&P. Printed catalogue free on request or with order.

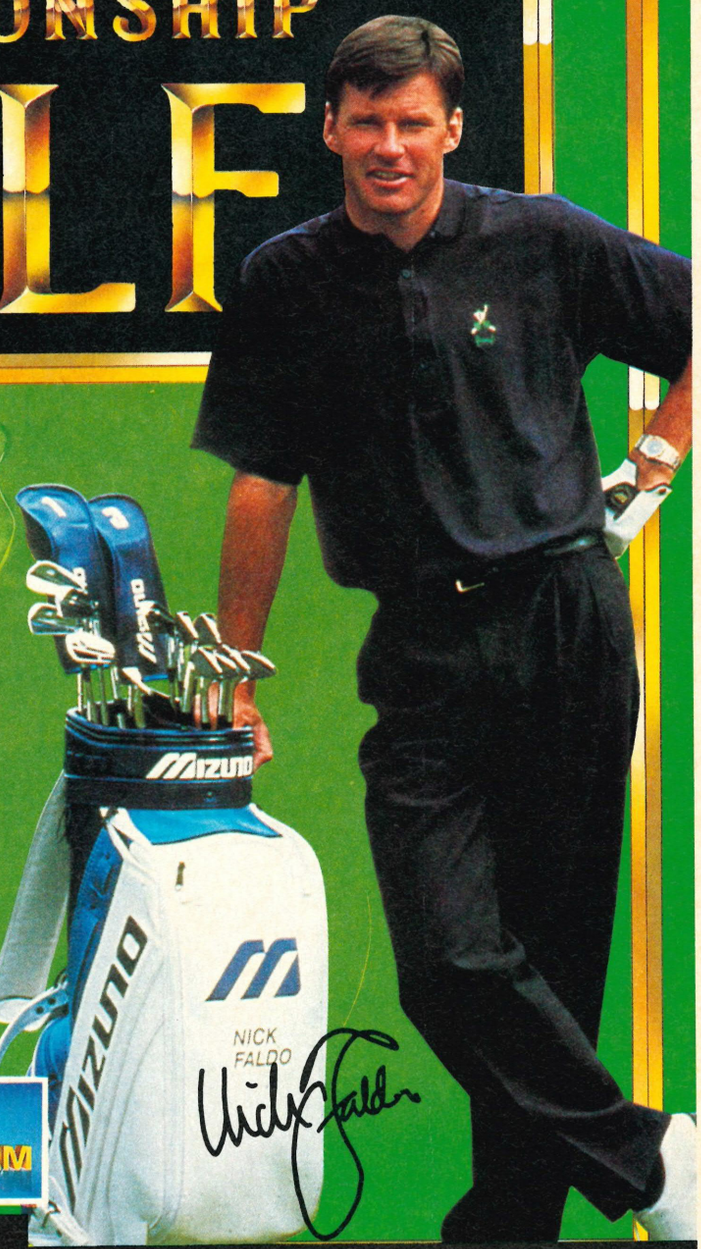
MAGNETIC FIELDS
PO Box 118,
Preston,
Lancashire PR2 2AW
Disks — £1.00 each, inc P&P. (Send A5 SAE for printed catalogue).

MENTAL IMAGE
16 Mile End,
Hatfield,
Doncaster,
South Yorkshire DN7 6AU
Licenceware — £5. PD collections — £1.50. Cheques and Postal Orders made payable to Paul Robertshaw. Write for further details.

TOWER SOFTWARE
PO Box 9,
Gosforth,
Newcastle-Upon-Tyne
NE3 1QW
Write for details.

NICK FALDO'S CHAMPIONSHIP GOLF

OUT NOW



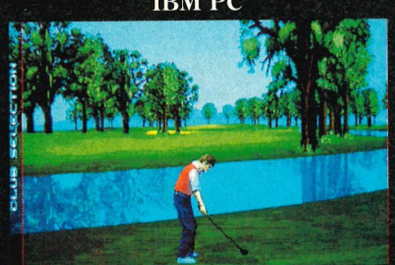
89% STEVE FOUNTAIN PC FREELANCE

88% ANTHONY GRIFFITHS THE WORD/ THE SUN

91% JOYSTICK

90% AMIGA FORMAT

IBM PC

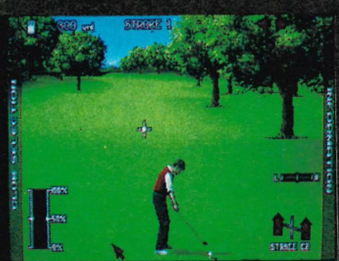


GRANDSLAM

CAN YOU BEAT NICK FALDO AT HIS OWN GAME IN THIS STATE-OF-THE-ART GOLF SIMULATION?



IBM PC



IBM PC

"The best true golf simulation available for the PC" – STEVE FOUNTAIN PC FREELANCE

"A superb golf simulation even more challenging than Links 386 Pro" – ANTHONY GRIFFITHS THE WORD/THE SUN

"A real class act, just like playing against Nick Faldo in real life" – JOYSTICK

"The best looking, user friendly and playable golf game on the Amiga" – THE ONE AMIGA

amiga FORCE Playing Tips!

The biggest, the best, the one and only Amiga Force Tips Section! This month we bring you the round-the-worlds guide to *Stardust*, while the roughest, toughest beat-'em-up around is tamed by our intrepid tipsters. Plus don't forget Cut-Out 'N' Cheats and readers' Tips Bits!

There are many foes throughout *Stardust's* worlds. All must be overcome if you're to have any chance of entering the Special Missions and Warp-Tunnel sections. Here's a guide to surviving the many pieces of space debris, all intent on crushing your ship into space-dust.

Mortal Kombat	60	Assasins	77
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60 MORTAL KOMBAT

Are you tough enough to enter the pit? Use our exclusive guide to kick the stuffing out of every character in Mortal Kombat. From Sub-Zero to Sonia — all you need to know to punch, kick and maim!



ALIEN BREED 2 70

A complete guide to the complex levels of Alien Breed. No foreign body escapes from the Amiga Force crew!



LEMMINGS LIFELINE 74

Yet more Lemmings lifesavers from our team of cuddly experts!

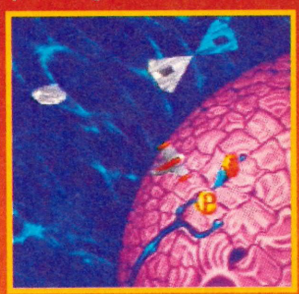
STARDUST

Playing Tips!

TRILONS

■ The Trilons appear as two diamond-shaped ships joined at the tip. They spin around the screen until they reach the centre. The ship then splits into two separate parts — both attempt to push your craft into the oncoming boulders. One touch from either ship is fatel.

Destroy them by blowing the craft away as soon as it appears. Upon destroying the one half, the other loses bearings for a short while — this is your chance to close in and wipe out the remaining ship.



SPECIAL MISSIONS

■ Special Missions are only really worth entering if you've plenty of lives and a lot of patience. Guide your ship with great care around the underwater caverns as contact with any wall means instant death.

Dotted around the walls are green arrows, indicating the safest route to the exit. When moving around the caverns, only use very short bursts of thrust to correct positioning. More usually sends you flying out-of-control into one of the walls.







BEETLES

■ The Beetle-Ships travel in shoals, moving randomly around until closing for the kill.

Although the ships have no arms, they're teeming so it's very easy to collide, destroying yourself. Pass the Beetle Level by keeping your finger on the fire-button and not remaining in the same place for too long. It's much harder for the ships to home in and surround you.





ORBIT PLATE

■ The Orbit Plate's a large shining disc. Although it's easy to destroy, the fireballs it launches can hit your craft unexpectedly from behind.

Wiping out the ship's not really a problem — just keep a good distance and blast with laser-shots. About ten hits are sufficient.

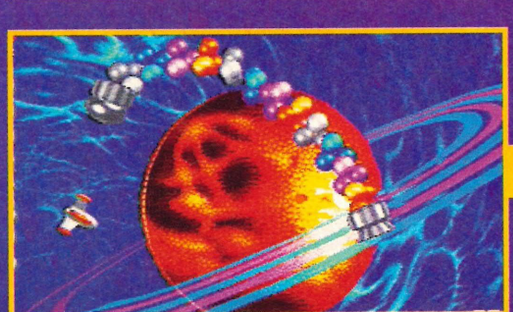
KILLER ORB

■ When the Killer Orb approaches, thrust to the other side of the screen, turning to face it. It opens up and fires — now shoot at it's centre, the only place where you can cause any damage.

When the Orb's laser gets close, activate your shield for protection. Switch to the other side of the screen when the Orb moves again and repeat the whole process until the ship's destroyed.



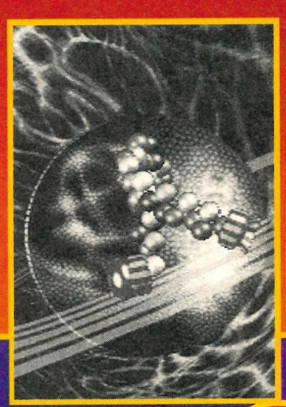




SPACE WORM

■ You travel at full throttle in your bid to destroy this foe.

The best method of attack's staying on a straight line either across or down the screen. The worm then stays hot on your tail, allowing you to turn and blast chunks out of the beast. The body's the only weak point — but watch out for pieces flying off when you shoot. They explode almost immediately, inflicting damage to your ship if it's nearby

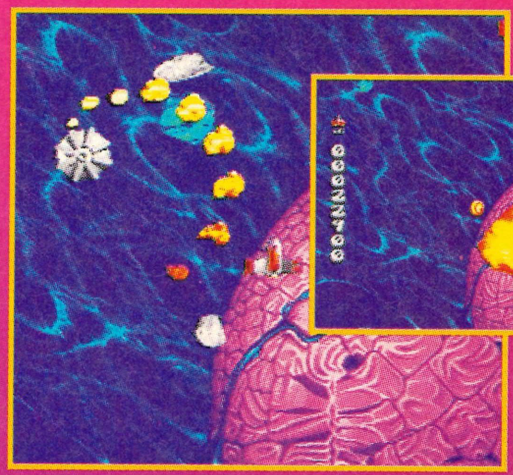


Playing Tips!

WEAPON TRANSPORT

■ The Weapon Transport's more of a bonus ship than a serious threat. Resembling a small bubble-shaped craft, it moves gradually across the top-half of the screen. Transports only pass once across the zone, so ensure you blow them up as soon as possible.

Destroying the ship rewards your craft with an extra bonus weapon. The weapons are all explained in their own section later in this guide.



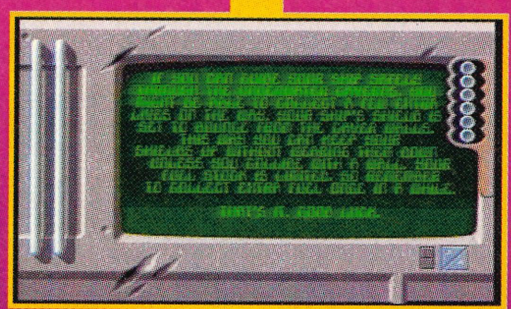


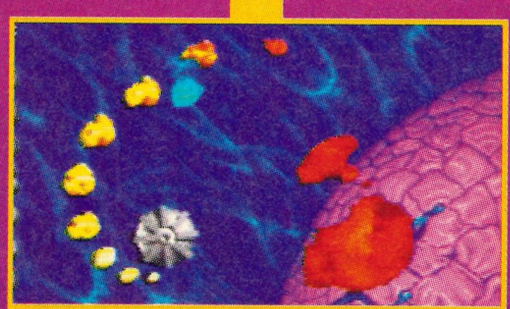


FIRE-SPILLER

■ The Fire-Spiller's a real pain, moving slowly across the screen. As it moves, it spins in circles and throws out an arc of fire from the centre. Contact with any flame destoys the ship.

The only way of destroying it is approaching from the blind-side and pumping it full of shots. It takes about ten hits before the ship finally destructs.



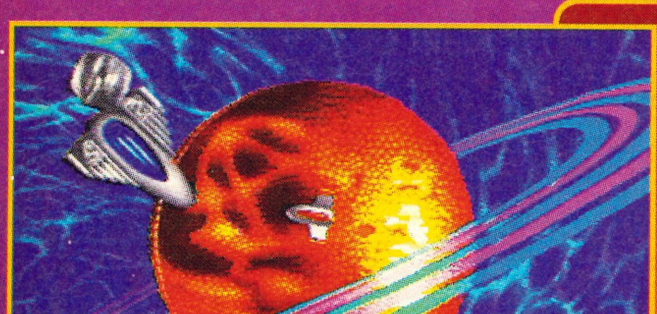


BOMBERS

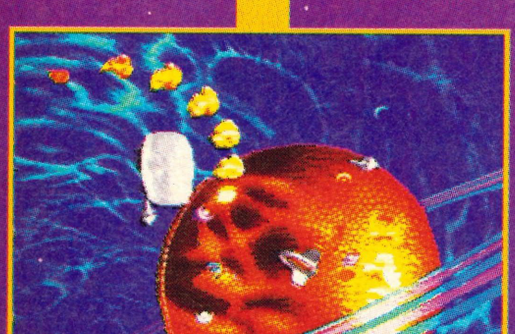
■ The large ships initially appearing are not the real danger when attacking a bomber. Avoid the large ships as you wait for them to pass by, and release the real threat, the Fire-Faces.

They attack in much the same fashion as the Fire-Spiller and should be handled in exactly the same way.

The main advantage of attacking faces is that, when they shrink down, it's a lot easier destroying them while they can't retaliate.





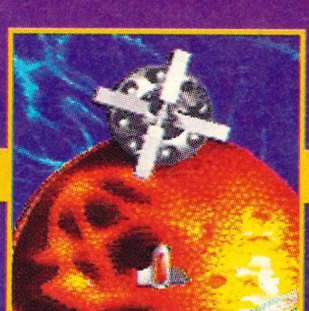












MINE-CHOPPERS

■ Mine-Choppers are possibly the most deadly enemy. Automatically drawn towards your ship, they're large discs with spinning blades on top. Avoid at all costs as contact annihilates your ship.

Jet a short distance away and fire with every available weapon to destroy them. Dodge the silver Orbs they release. Innocent-looking balls, they've a nasty habit of exploding and sending lasers out in all directions.

Playing Tips!

BONUS WEAPONS

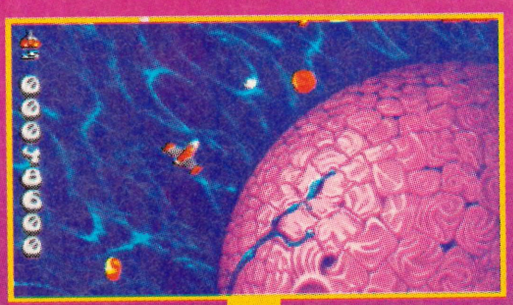
■ The bonus weapons can only be collected from the Weapon-Carriers on each level, so ensure you grab every one. Some prove vital if you want to survive the later levels.

THREE-WAY

■ The Three-Way weapon's one of the first to collect and can be very useful in almost every level. The Three-Way fires three projectiles in different directions.







PLASMA

■ Selecting Plasma gives you a multi-purpose weapon — the shot-power's about equal to three normal ship-cannon.







BOUNCER

■ The Bouncer excels in areas with lots of meteors floating around. It ricochets off anything it hits, so you effectively get two shots for your money!



MISSILES

■ Homing Missiles are the most deadly weapon in your arsenal. They destroy almost everything, but make sure you use them sparingly as there's only a very limited supply.







BURSTER

■ The Burster releases a flaming Orb, exploding on contact with the opponent. Although the weapon looks good when fired, it's not really that potent — mainly due to the delay in launching the projectile.









FLAMER

■ The Flamer's the weapon used by the Fire-Spiller and Flame-Heads. It's particularly effective while your ship's spinning — it fires in an arc and turns your ship into a mini Fire-Spiller.



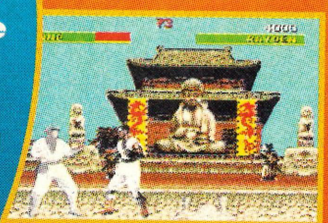
Playing Tips!

MORTAL KOMBAT

DEATH MOVES

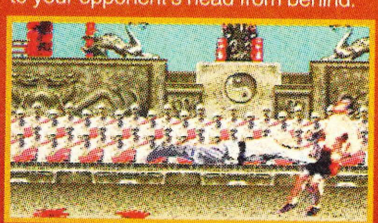
The game creating uproar amongst do-gooders rears its violent head on the Amiga. Furthering your blood-letting escapades, the A-FORCE crew have spent many hours in the pit with Sub-Zero, Scorpion and even the lovely Sonia, producing these player's tips for every character. We've even included the world-famous Final Death moves!

Joystick-wielding should be in tune with our descriptions for maximum effect. Explaining further, we use TOWARDS to describe 'towards' your foe, whether facing left or right. When we say AWAY — it means tap your joystick 'away' from the enemy. All button-presses are described as punches. If you've got a one or two-button controller, consult the manual to see how to inflict a punch.



TELEPORT

Sneakiest of all special tournament moves, make sure there's sufficient room to reappear behind your opponent. Teleport and then let fly with a flurry of fast punches to your opponent's head from behind.



TORPEDO

The Torpedo's for pushing opponents away, allowing you to inflict a combination move. It's also useful for gaining distance to launch Raidentricity.

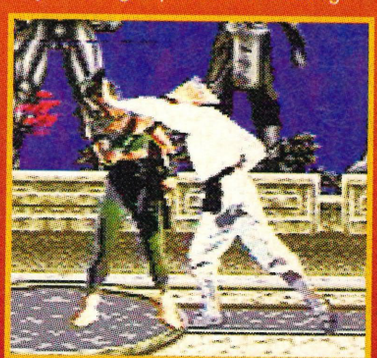
RAYDEN

The Thunder God's an excellent choice for the intermediate player. His special moves, used properly, finish off almost every tournament fighter.



RAIDENTRICITY

Raidentricity's only effective as a long-range weapon. Using it when close to an opponent usually results in you being exposed to a beating.

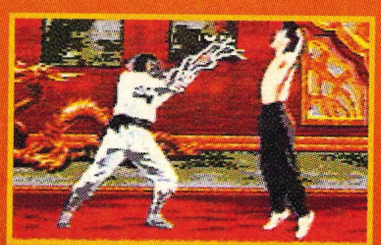


COMBINATION MOVES

For Rayden, start with a Torpedo, driving your opponent across the arena. Follow up with a couple of blasts of Raidentricity. Allow your enemy to close in, then Teleport behind and finish them off with a volley of punches.

FATALITY MOVE

Raidentricity Overload. Deliver a shocking experience, enough to send heads spinning, with the following move: TOWARDS, AWAY, AWAY, AWAY, PUNCH.

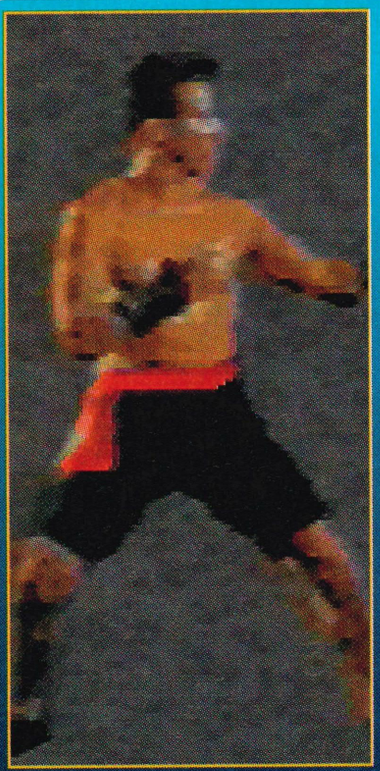








Playing Tips!



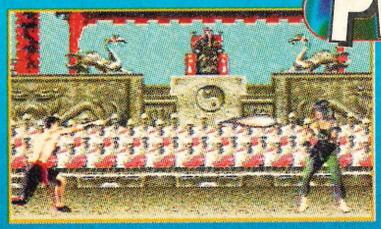
JOHNNY CAGE

Johnny's one of the fastest and most agile Kombatants, demanding dexterity on the joystick-buttons.



SHADOW-KICK

Cage's Shadow-Kick's similar to Rayden's Raidentricity — only execute at a safe distance. Not too far, though, as the kick won't fully connect.



FIREBALL

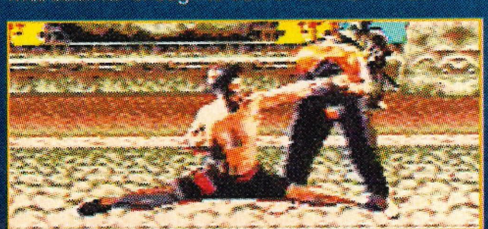
Let loose the Fireball at the beginning of a match, catching your opponent off-guard. In close combat, it's less effective.





COMBINATION MOVES

Start with a Fireball, then close in while your opponent's stunned, delivering a devastating Roundhouse. Now, rapidly execute a Shadow-Kick, knocking the rival back far enough to deliver another Fireball.

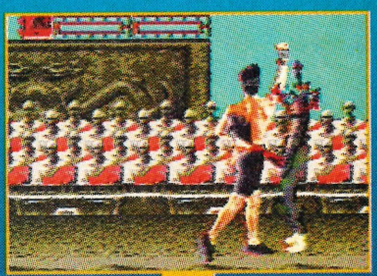


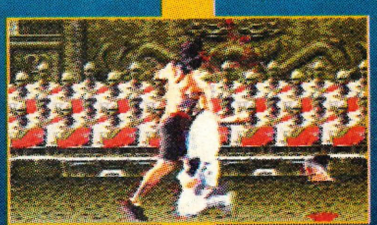
PACKAGE CHECK

Although the Package Check's fun, it's essentially a last line of defence. Only use it for draining sufficient energy, preventing any counter-attack.

FATALITY MOVE

Power-Punch. Cage's devastating power-punch is carried out by closing in and pressing: TOWARDS, TOWARDS, TOWARDS, PUNCH.









KANO

Kano's steel skull makes his Head-Butt particularly destructive. That aside, Kano's comparatively run-of-the-mill.





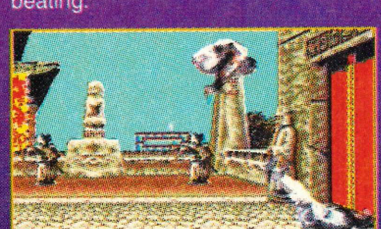


COMBINATION MOVES

Deliver a Flying-Punch, following with a volley of hard punches to the head. While your rival's reeling, inflict a Roundhouse and finish them off with a Head-Butt.

HEAD BUTT

Draw near, landing it straight to the forehead. Ensure you're close — a missed butt usually ends in a severe beating.



CANNONBALL

The Cannonball's effective at a distance — especially when your rival's recovering from a vicious knockdown. Don't execute when your foe's on his toes, as this attack's very easy to block.



SPINNING BLADE

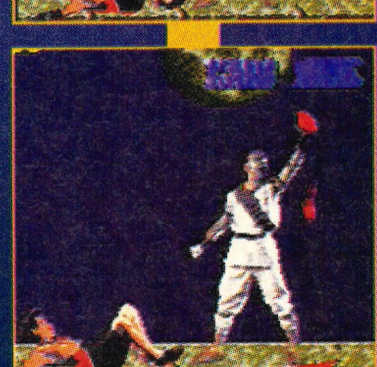
The Spinning Blade, as with almost all projectiles, is only deadly from far range. The blade, unfortunately, can be thwarted or counter-attacked with hardly any effort.

FATALITY MOVE

Heart Attack. Reach out and hurt your opponent, using the following combination: AWAY, AWAY, PUNCH.





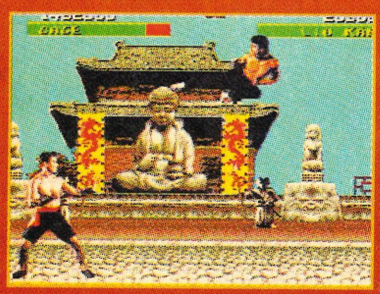


Playing Tips!



LIU KANG

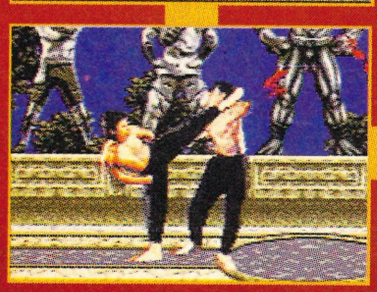
Liu Kang, the Bruce Lee look-alike, flies around the arena. He also kicks with lightning speed.

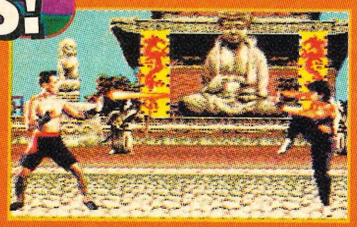


SUPERSONIC-KICK

The Super-Kick's almost unbeatable. However, only use it when your foes are at least half a screen away. Otherwise, you sail over their heads, leaving yourself open to attack.



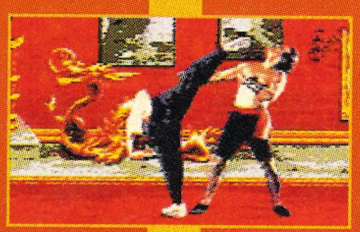




FIREBALL

Kang's Fireball is one of the few projectiles of any use at close-range. It's due to the speed he recovers, allowing him to launch straight into a secondary attack.







COMBINATION MOVES

Liu Kang's combination comprises vicious kicks and awesome speed. Begin with a Supersonic-Kick when you land, follow with a Roundhouse, somersaulting away from rivals. When they approach, execute another Roundhouse as you land to catch them off-guard, before finishing with a Fireball.

FATALITY MOVE

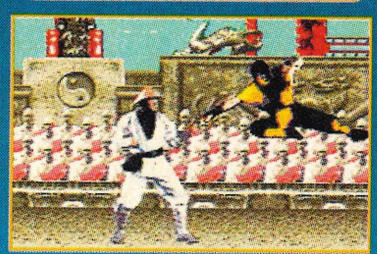
Helicopter Spin-Kick. Carry out this malicious move by drawing near, then using: TOWARDS, DOWN, AWAY, UP, TOWARDS.





SCORPION

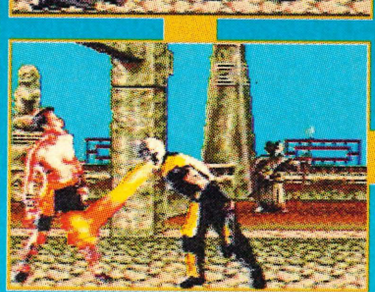
Scorpion, a versatile and easy character to get to grips with, is ideal for beginners. With practice, he can also become a deadly adversary.

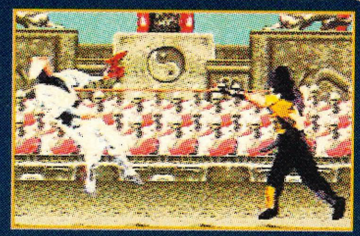


TELEPORT-PUNCH

The Teleport-Punch is only potent if synchronised so you reappear in exactly the same position as the competitor. As your foe has a nasty habit of moving while you're in mid-Teleport, most attacks are futile.

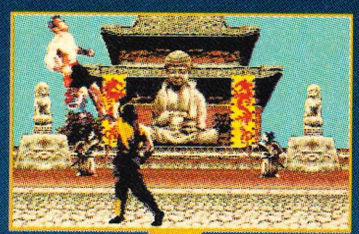






VAN DAM SPEAR

Coupled with another move, the Spear can be devastating. Launch it, then deliver an Uppercut. Letting the Spear loose, as your rival's recovering from an earlier attack, allows you to maintain position, fighting a flawless match.





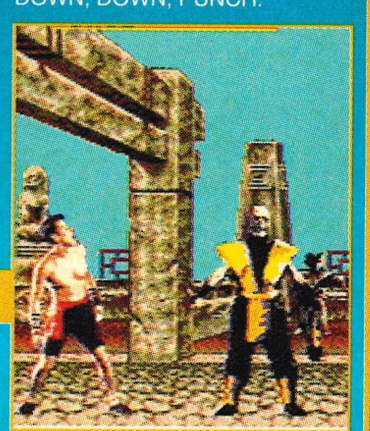


COMBINATION MOVES

Apart from the Spear-trick, Scorpion's best combination is Spear and Uppercut, then leap towards the enemy, delivering a Flying-Punch. Next, inflict a volley of punches to the face, followed by a high-kick to the face.

FATALITY MOVE

Hellfire. Execute by getting a short distance away and then perform: DOWN, DOWN, PUNCH.

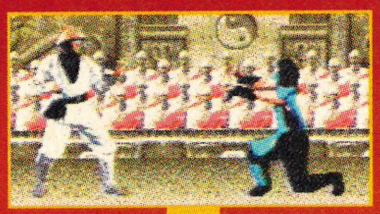


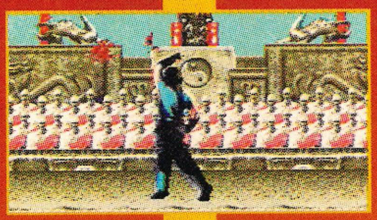
Playing Tips!

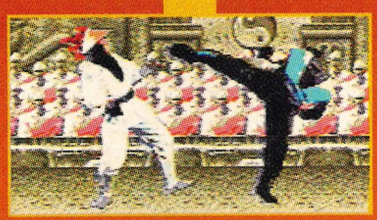


SUB-ZERO

Sub-Zero could be considered Scorpion's alter-ego. Pitching the two together's probably the most even contest out of all Kombatants. Sub-Zero's moves, once mastered, are a force to be reckoned with.







COMBINATION MOVES

Sub-Zero can carry out similar tricks to Scorpion, using his Ice-Fire instead of the Spear. Also, start the attack with an Ice-blast and Uppercut. Close in on the enemy, while he's still stunned, and strike with another Uppercut, followed by a Roundhouse. Before he retaliates, deliver a Power-Slide.

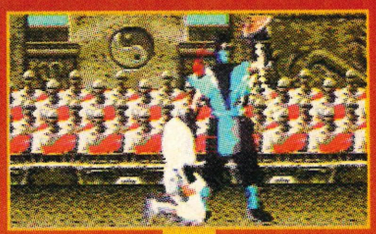


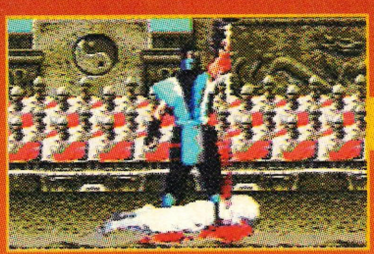
ICE-FIRE

Sub-Zero's Ice-Fire, like Scorpion's Spear, is more powerful combined with an Uppercut. Watch out, though, for the double Ice-Backfire, created by firing another blast while your opponent's frozen.

FATALITY MOVE

Head-Piece. Utilise this combination of moves: TOWARDS, DOWN, TOWARDS, PUNCH.







POWER-SLIDE

The Power-Slide's forceful, though complex, and is only worth executing from a distance. This gives you a chance to retreat from the move, avoiding the counter-attack.





SONYA BLADE

She looks cute but is definitely not a lady to be messed with. Rely more on her kick-power than her punches. Frankly, they're very weak.







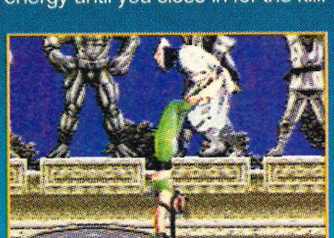
COMBINATION MOVES

Begin with a Flying-Kick, followed by a Leg-Toss and then a Roundhouse. Wipe out the enemy with an Energy-Wave, quickly backed up with a high-kick.



ENERGY-WAVE

Sonya's Energy-Wave effectively holds opponents at bay. In close combat, though, it's impractical. Use it to keep your foe at a distance, wearing down their energy until you close in for the kill.



LEG-TOSS

The Leg-Toss is the most impressive of all Sonya's attacks. Utilise it to catch the enemy off-guard. If you're quick enough, perform a Leg- Toss and get next to your opponent before he gets back on his feet. Execute another toss, removing large amounts of energy.

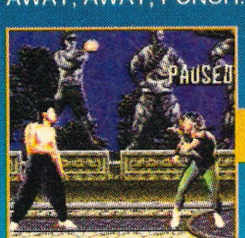


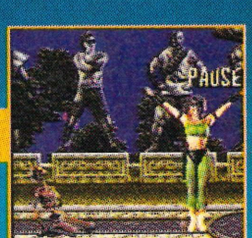
REPTILE

You need to be in the Pit Level to battle with Reptile. If he's waiting, you see a shadow pass across the moon — it can be anything from a kite through to a witch on her broomstick. Now fight a double flawless match and finish with Fatality. If you manage to survive both rounds without getting hit, it's a short fall into the pit and a fight with the green dude, himself.

FATALITY MOVE

Kiss Of Death. Perform this move with the following combination: TOWARDS, TOWARDS, AWAY, AWAY, PUNCH.



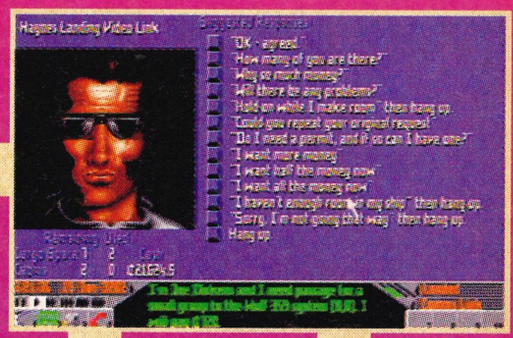




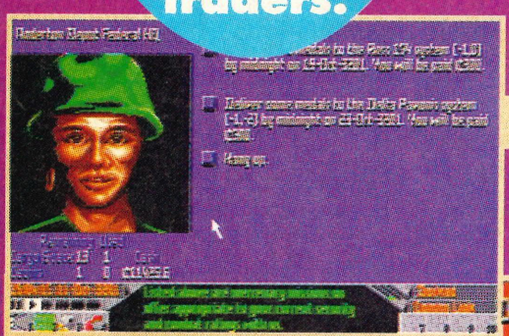
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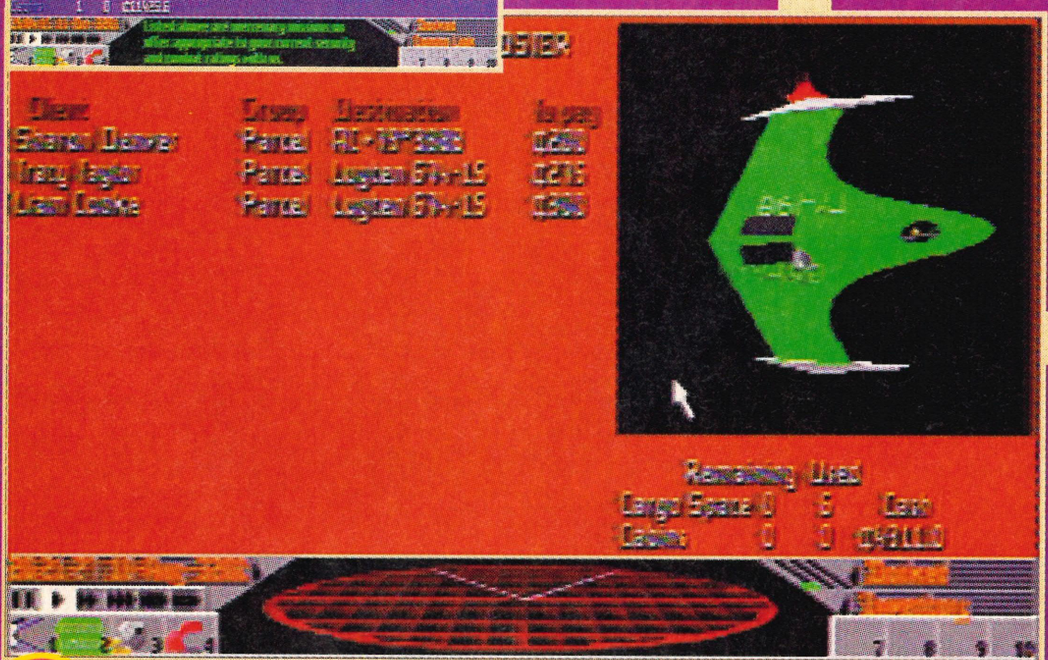
Frontier's back again! For those still stranded in this excellent space-trading and combat game, AMIGA FORCE presents the second part of our extensive player's guide. This month takes you even deeper into the far reaches of the solar system as you strive to become the elite of space-traders.











MISSIONS

Be wary of mission-selection from the bulletin board. Although some missions offer a high price for completion, they could cost the ultimate price — your life.

Until you're fully competent, avoid those involving one person requesting a fast ship to a certain area. It usually means they're into dodgy-dealing, causing you trouble not only with the Federation, but also with other space-scum and villains.

In particular, a lady named Alison Edwards should be shunned at all costs. She pays well for her trips around the galaxy, but uses them to work against the Mafia — even completing one mission upsets them. It also leads to an assassin on your tail in almost every system entered.

Groups of four or more people are usually a safe bet as they're only visiting friends in other systems. However, these trips are only really possible when you've acquired a ship large enough to make the trip worthwhile.

A further marginally-dangerous mission's carrying tax reports — stay alert at all times for an ambush.

Remember — only take deliveries which are on your route to another system. It's because the jobs don't really pay enough to take the risk of making large detours.

Scour the bulletin board and you often find packages need delivering. Always check the contents before accepting missions, as it's very easy grabbing the cash and realising too late you're carrying illegal items. When taking jobs from the bulletin boards, demand half the cash in advance, preventing you losing out completely if your employer decides to do a runner without paying up.

ELITE II

THE OUTPOSTS

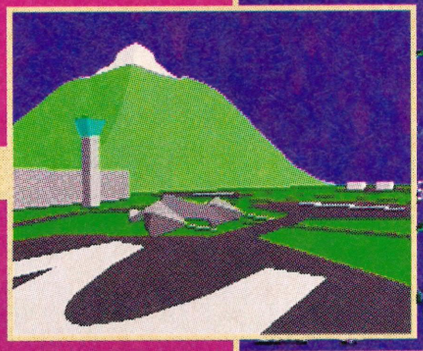
Guard against taking missions to the far reaches — unless, of course, you're doing the water-run and the stop-off's on your way.

When you reach the outer-systems, stay vigilant and ensure the ship's fully-armed. Many systems are controlled by hostile religious groups. They don't take too kindly to visitors, electing to blast them into oblivion.

If you're armed to the teeth and have no scruples about legal status, some systems can be very profitable for both gun-runners and narcotics-dealers. As an outlaw, search the anarchical ones for items you require. However, remember — honour amongst thieves doesn't really ring true in this game.

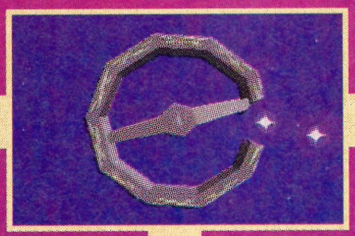
When planning your route, ensure you don't make a detour through a Federation system. Otherwise, you could well find yourself a magnet for serious police interest.

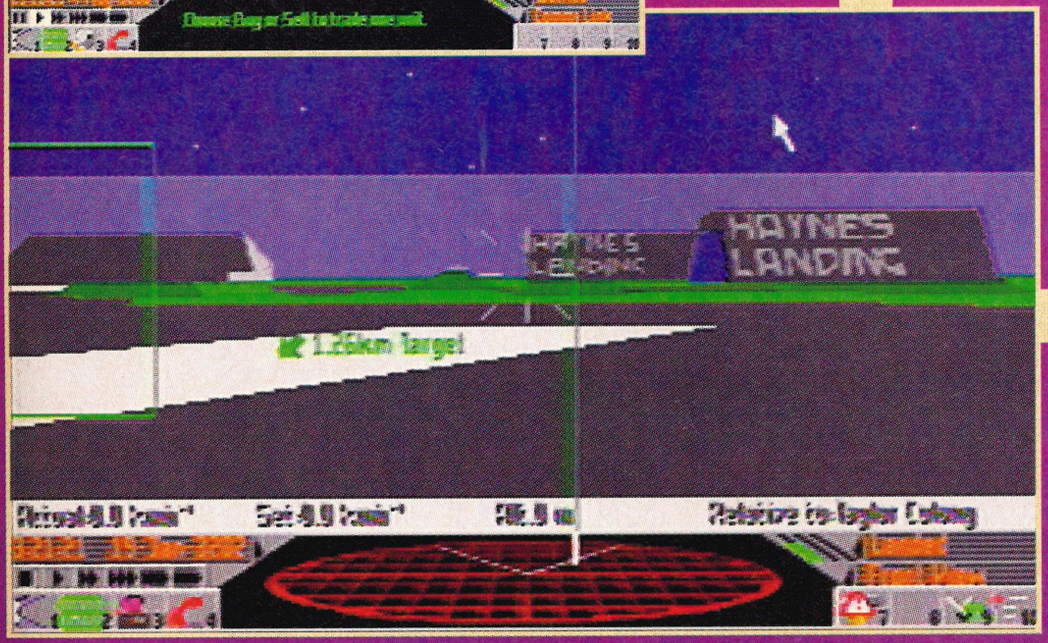












CASH RUNS

Apart from the route between Sol and Barnard's Star, mentioned in our earlier tips, we've also discovered other areas are valuable sources of cash.

When going to Sol with computers, land at Paris to sell them, either through the bulletin board or on the stockmarket. They fetch a higher price than most other places on Earth. Take robots to London, selling for the same reason.

During the cash-run between these two systems, always check bulletin boards for packages, passengers and missions to Formhault. It's only a short detour and a quick way of boosting cash. For easy money, also carry luxury items to the port of Schnider Town on the planet Discovery in Ross 154 and Delta Pavinons — there's an acute shortage and top prices are paid for whatever you can take.

Check out outer-systems, especially ones close to fireball planets — water's a rare commodity there. However, missions are only worth attempting when you've a larger ship, making the long journey worthwhile. Plan the route well and carry plenty of fuel, avoiding being stranded in a dead system with no chance of retreat.

The easiest way of tracking down the highest prices is checking out planetary information before going — concentrate on carrying major imports as higher prices are paid than for minors.

Playing Tips!



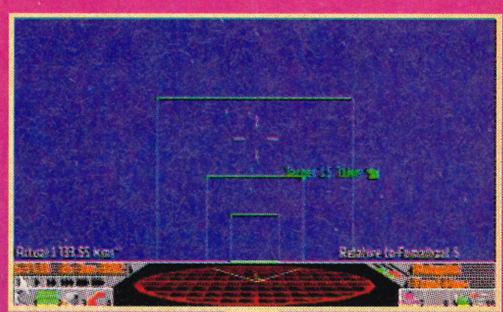
DANGEROUS ITEMS

Throughout *Frontier*, transporting certain cargo, including large supplies of arms and nerve gasses, attracts unwelcome attention — especially through unruly systems. Also, carrying over two tons of liquor lures many pirates to your ship. Use a heavily-armed craft if you're hell-bent on taking booze and earning cash.

Keep cargo to a minimum through lawless galaxies — the more barren systems raid your ship for absolutely any freight, especially any type of meat or water.







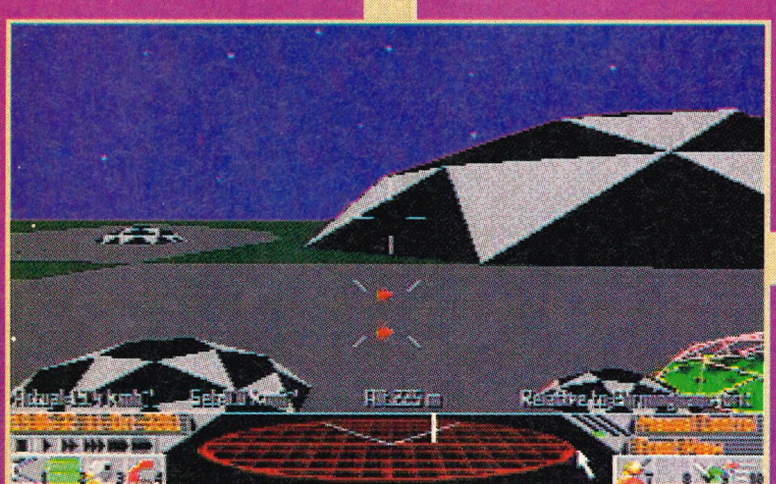
ADVANCED NAVIGATION

Enemy ships have greater supremacy when you're approaching a planet. Find the nearest galaxy, utilising Hyperdrive to warp to it. Fly for a short while before warping back to your original system. You now find you can fly closer to your destination before coming under attack again.

Repeat this procedure until you begin your final approach to the planet. However, there's one potential danger — make certain you're carrying plenty of fuel. It's obviously more worthwhile if you're taking freight or passengers, guaranteeing loads of dosh!

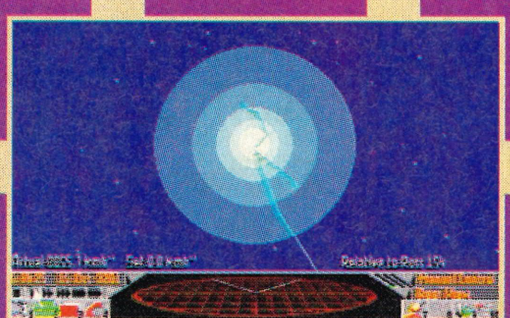
If you're executing a jump into the galaxy with the Spaceport, fly a short distance through the present system first. Doing this makes the distance to travel in the next a lot shorter, enabling you to avoid any ships which may attempt to close in and attack.



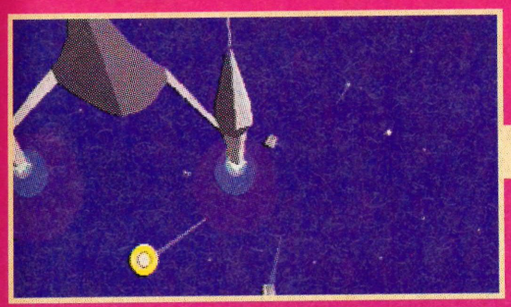












COMBAT

When a superior craft attacks, it's wiser jumping out of the galaxy, returning to complete the mission another time.

If the Auto-Pilot gets destroyed, return to your last saved position and begin again. Otherwise, you risk being completely stranded with little help through battles and tricky landing procedures.





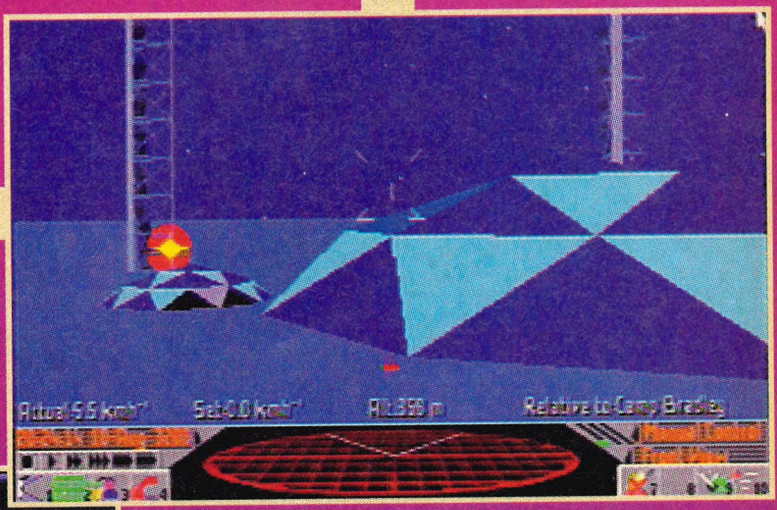


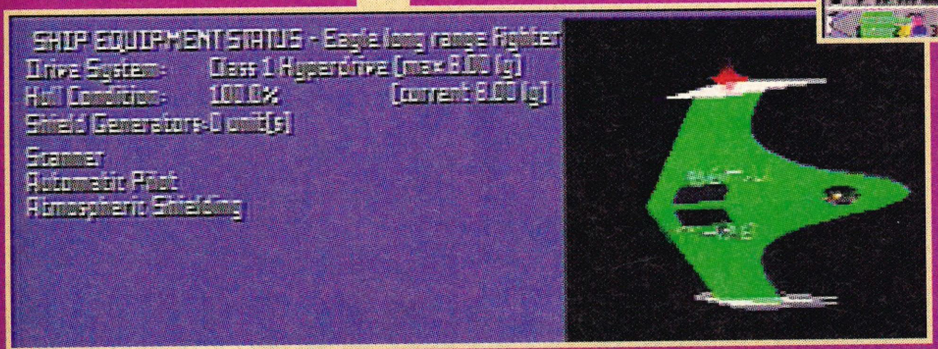
PURCHASING SHIPS

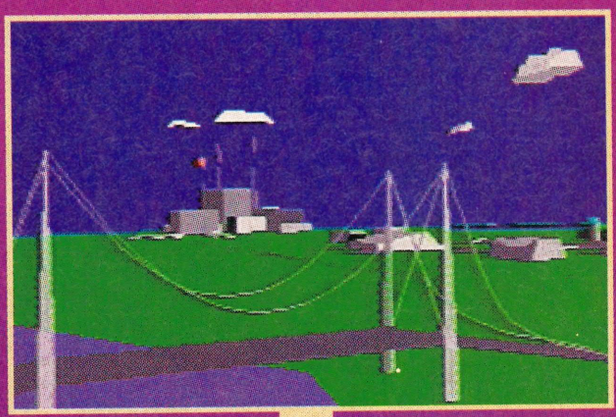
Always check the Shipyards when landing at a Spaceport. In particular, examine the new and used ships section for upgrading your craft. If you see a ship you'd like and have enough cash, buy it straight away — it won't be available again at that port for the same price. There's a very fast turnover in ship-trading!

Also be wary — the weight of the ship isn't the actual load capacity. You also need to add peripheral items like Auto-Pilot, Lasers and Hyperdrive before you know the real capacity for cargo and passenger cabins.

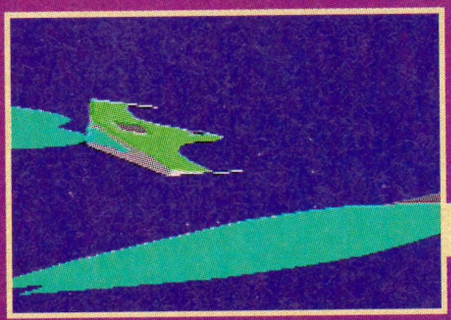
If you decide to purchase a ship, go to the Fitting Yards and sell every extra item from your previous one, earning a little cash. Then sell it as an empty shell. However, you can't dispose of it if you've passengers on board — unload all cargo and people at their required destination before you trade.











AND FINALLY...

The main aim's, of course, acquiring the biggest craft you can and as much money as possible. So, use money-runs, upgrading your ship, and then try to take on every Federation mission possible, boosting ratings.

Playing Tips!

MEAN ARENAS

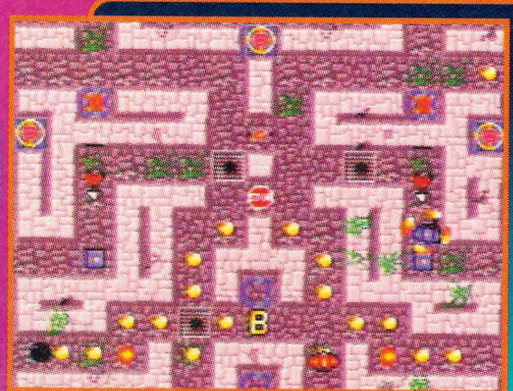
Mean Arenas takes the gameshow violence of *Smash TV* and mixes it with *Pacman*, producing the most addictive and deadly game appearing for a long while on the Amiga. There are many items throughout *Mean Arenas* threatening to burn, bash or blow you up! The key to successfully completing the game's knowing how to use each to your advantage.

FIRE-SHIELDS



■ Fire-shields appear in almost every arena as an orange circle on the floor. Step into it and receive a shield around your body. You can now run into enemies, destroying them on contact. The shield only lasts for about two minutes, so bear this in mind; try running into as many guardians as possible in the short time you're given.

The main trick's picking up one shield and quickly finding another. Grab hold of a new shield, while still possessing your old one, and an explosion destroys all enemies.



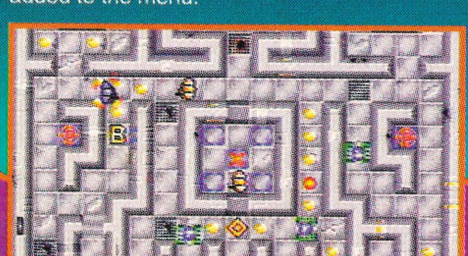
HIDDEN ARROW-LAUNCHERS

■ These little fiends are a real pain. The only way of telling when they're in the arena is by looking at the walls and floors. If you see a hole in the wall, immediately check the floor for a dark pressure-pad. Touch it and you launch the arrow.

However, they're easy to avoid in most situations if you remember to cross the piece of floor in the same direction as the arrow. It then follows you down the passage, allowing you to side-step it before it hits you. Remember the launchers' locations so you don't run into them when trying to escape from an enemy.

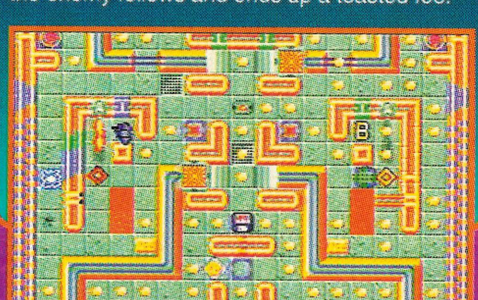
BONUS METER

■ The Bonus Meter can be very infuriating if you don't understand exactly how it works. Every time you pick up a large 'B' icon, a letter's added to the word 'BONUS'. Whenever the word 'BONUS' is completed, a letter's added to the word 'CREDIT'. When you've lit up every letter, an extra credit's added to the menu.



FLAME-UNITS

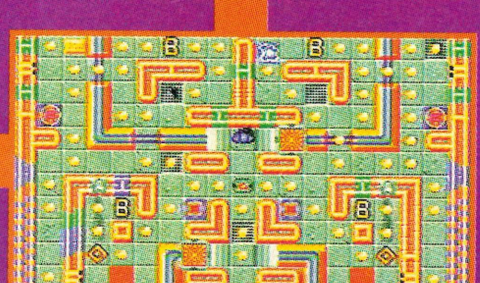
■ Although these hotshots are really deadly, use them to advantage by only crossing in front immediately after they've shot — particularly helpful if you're being followed by a weaker enemy. Simply run in front of the Flame-unit so the enemy follows and ends up a toasted foe.













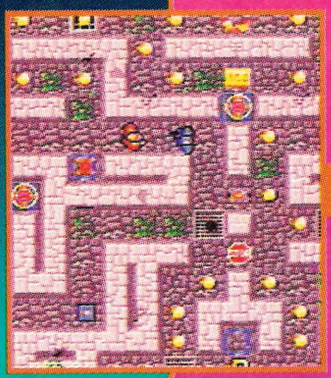
GUARDIANS

Arena guardians are many and varied. Some are very intelligent and can only be destroyed by shooting them, while others aren't as smart and wander into any traps set up.

HUMANOIDS

Humanoids look like your main character and are also very clever. Once spotted, they don't leave him alone. Escape by either outrunning or shooting them into small pieces. They don't walk over traps so the flame trick doesn't work on these guys.

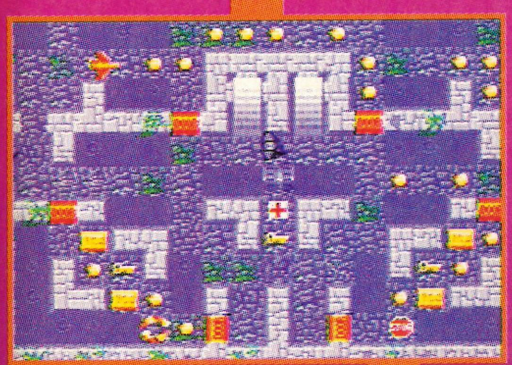
The only places where these fiends don't follow is across conveyor-belts or ice. If you've got one hot on your tracks and you've no ammo, head across the nearest piece of belt or ice, leaving them stranded.





TANKS

Tanks are very similar to Humanoids, though not as astute. It's possible to lead these guys blindly into sneaky traps. The biggest drawback of having one follow is that, unlike Humanoids, Tanks can chase you across ice-fields.











GHOSTS

Ghosts are slow and inflict little damage but can make life hell on later levels. They pass through anything including walls, making them tough to avoid.

Two types appear, visible ones which are easy to outmanoeuvre, and the invisible — the most dangerous. There's no way of avoiding the invisible type and neither can be killed. (They're already dead anyway).

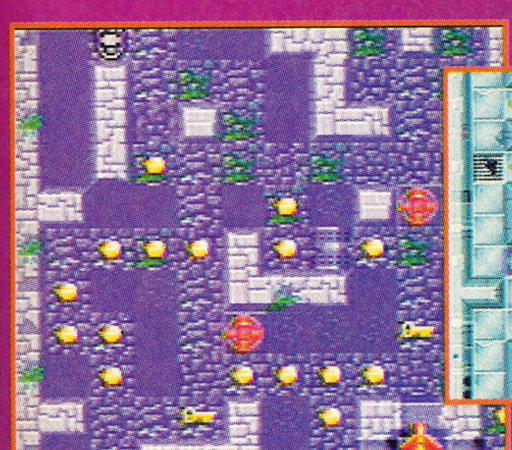
ORBS

Orbs appear in many guises from bombs through to glowing ball shapes. Possibly the most dangerous, they're also the fastest and most intelligent of all foes.

They can cross any terrain and are rarely foolish enough to walk into any traps. Destroy these beasts by shooting them with one of your weapons.









TIPS FOR FAME AND SUCCESS

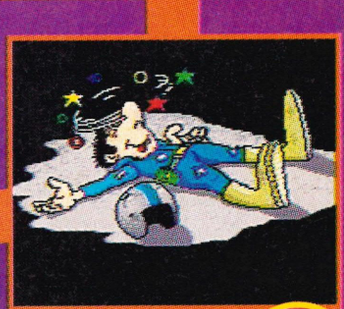
After many hours dashing round mazes and grabbing coins, we've unearthed hints allowing you to become the *Channel 27* champion.

When collecting coins, make sure you grab every one from the area you're in — this saves backtracking and getting into more danger.

If you're surrounded by guardians and you've plenty of power left on your energy meter, a suicide run straight through the nearest opponent is usually the best option. You suffer some damage, but it's a lot less than the harm or even death sustained by staying in the same place.





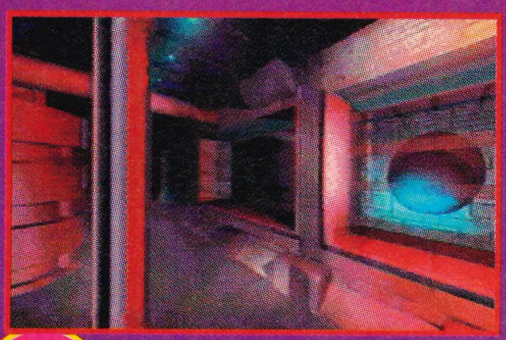


Playing Tips!

In a follow-up to the highly successful, *Alien Breed*, comes, of course, the sequel — imaginatively titled, *Alien Breed 2*. Well, unoriginal titles aside, *Alien Breed 2's* a fast and frenetic blend of death, mayhem, aliens and outlandish weapons. In fact, the very ingredients making for another outstanding A-FORCE player's guide.Throughout *Alien Breed* are many traps, dead-end passages and, not to mention, vicious aliens — check out these cracking tips to delve deeper into the game!

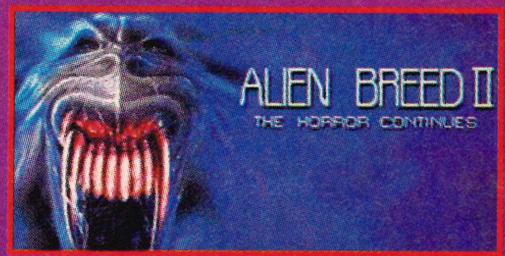


There are plenty of extra credits to be grabbed here. Although they're no real use for the rest of the game. So it's really not worth the risk needed to collect them. It's much safer to just head for the exit.

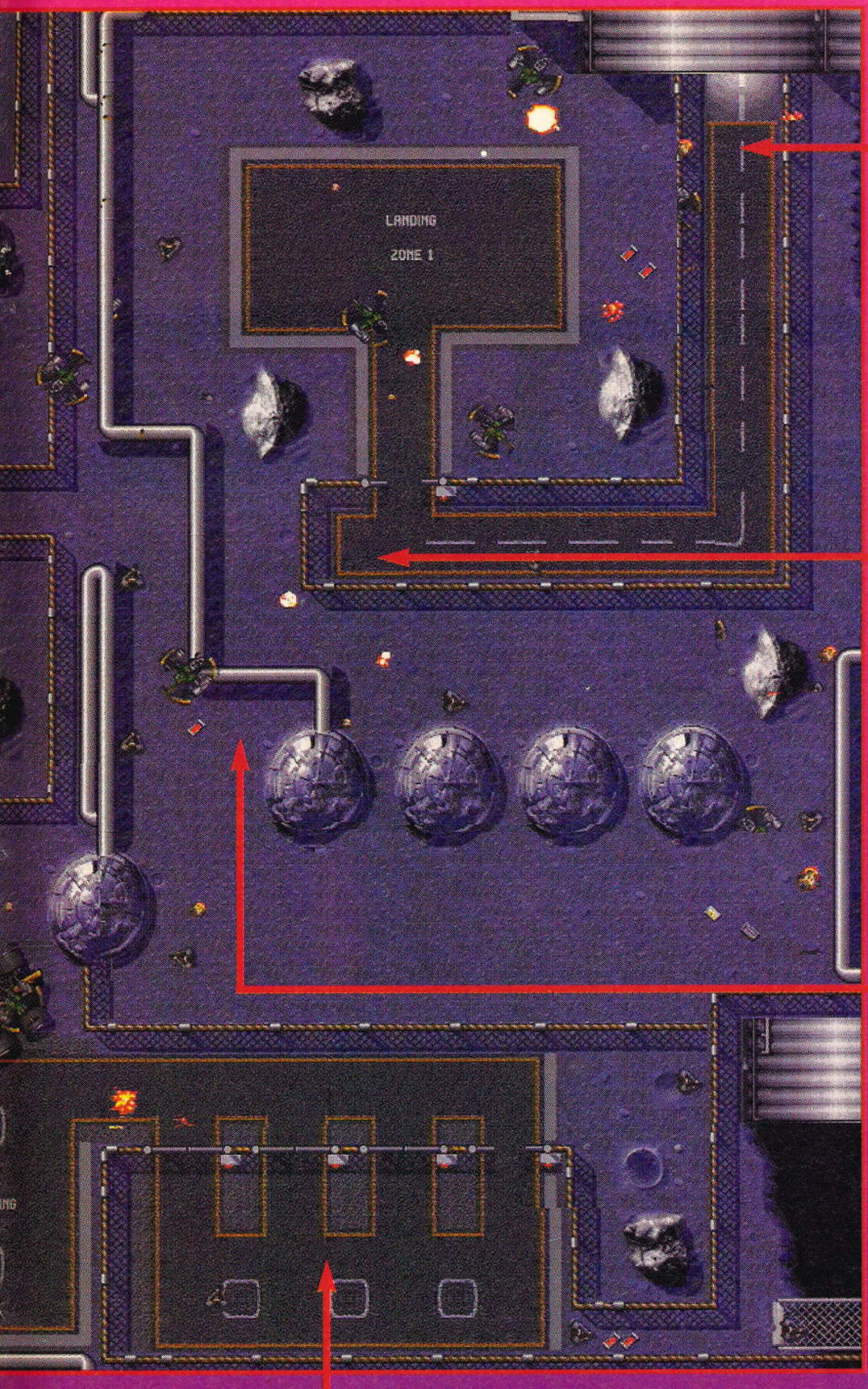




As you run across this open space you'll notice a strange wind which attempts to blow you off course. Fight against this at all costs, as it has a nasty habit of blowing you straight into a chopper's blades. Which of course leads to the demise of your poor little chap.



Playing Tips!



As soon as you start the level, move straight to the right side of the fence. It stops you from getting killed by the two Choppers, zooming in towards you at the start of the zone.



Don't attempt to take the obvious short-cut around the bottom of the rock. You can't pass through the gap and usually end up getting killed by a roving Chopper, passing over your head.

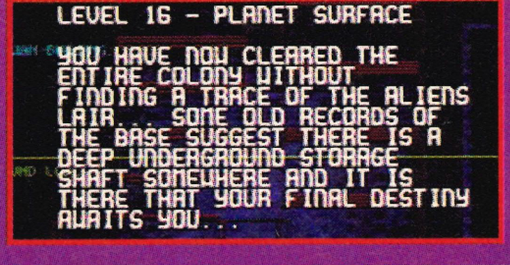
Dash through this area, avoiding the fireballs.



Never hang around as you go through this passageway. It's so small, it's impossible avoiding any fireballs or Choppers which may approach while you're in the corridor.



Entering this area rewards you with a nice group of bonus goodies. Unlike the other bonus groups, these ones are actually useful. Grab the extra ammo-clips, as you find them a godsend, aiding you through the final zone in the game. You need a key to enter this zone.





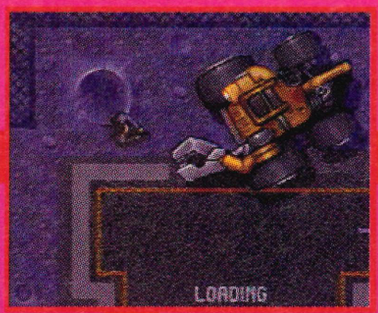
Playing Tips!

LANDING PAD

The Landing Pad's your insertion-point on the planet. The biggest problems are flaming Fireballs, raining down from above.

There are also Choppers flying around the area with the sole aim of destroying you. However, the main objective's finding the entrance to the next zone and the relative safety of the interior.







CHOPPERS

Not only can the Choppers shoot you, as they strafe the ground with their cannons, they also kill on contact. The best tactic's avoiding them, even if it means backtracking to get out of their paths.





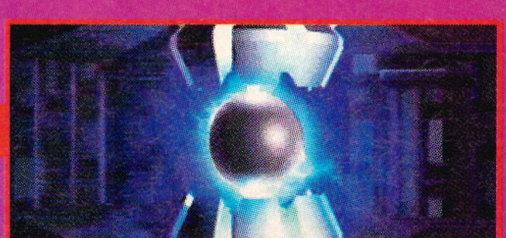


FIREBALLS

Fireballs can't actually kill, but inflict serious damage if touched. The balls fall at random, though, and increase if you spend too much time in one area. So, it's best staying on the move at all times.

ENTRANCE TO THE CIVILIAN BUILDING

Finding the entrance to the Civilian Building's tricky. From the start, head to the left corner of the landing zone. Pass through the two pipes before heading across the bridge. Move to the far left, continue across the loading zone and right until you've crossed the next bridge. Keep moving right and you find the entrance just past the loading zone.



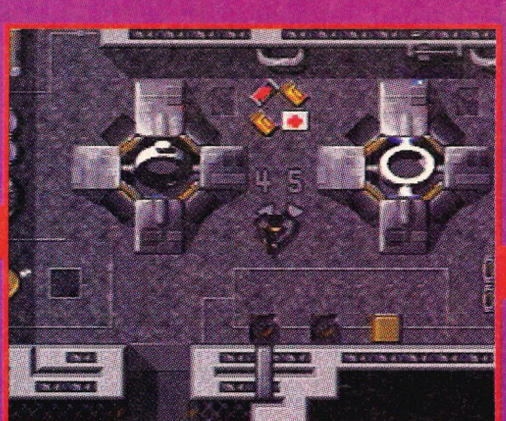
MAINFRAME COMPUTER

The Mainframe Computer in Level Two's located just to the right and above the starting-point. Walk up to the terminal and let rip with your weapon, demolishing it. As soon as you destroy the Mainframe, the whole screen turns red.

Ensure you know the exit-route before blowing up the Mainframe — you've only a very short time to escape before the whole place explodes.

CIVILIAN ZONE

Destroy all out-of-control anti-matter regulators, escaping from the first Civilian Zone. Get away from the second by demolishing the Control-Computer. The third mission sets you the task of finding the key from the base Governor. The fourth and final mission in the Civilian Zone demands activating the Crushing-Machinery, before escaping into the security tunnel. All Civilian Zones contain similar foes — some can be defeated while others must be avoided.







ANTI-MATTER REGULATORS

The Regulators are large round blocks with a spinning ring in the centre. The only way of destroying them's standing next to the main body and firing your weapon at the ring. You cannot inflict damage by shooting diagonally to the ring — only if you shoot it at right angles.

Don't linger in the room with an active Regulator, as it becomes overloaded with power, firing projectiles in all directions.



CRUSH MACHINERY

The Crush-Controls are to the north of the building. Once you've activated them, go as far right as possible. Travel down until you enter the small tunnel. Go to the end, discovering the deck-lift to safety.

Playing Tips!

SCIENCE ZONE

The first mission demands you activate the military Laser, blowing through the security door. The second requires you collect the red security key and negotiate the maze, entering the next mission. The third's another Time Level in which you must find the second deck-lift before the place blows. The fourth necessitates plugging the toxic gas leak.

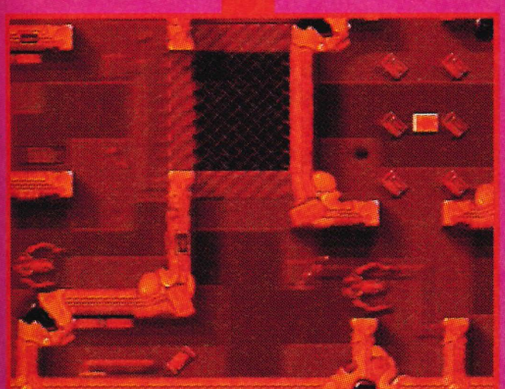


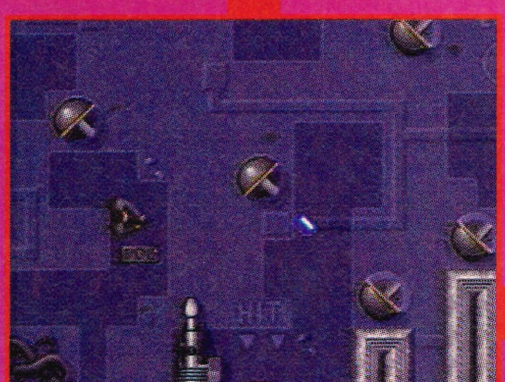


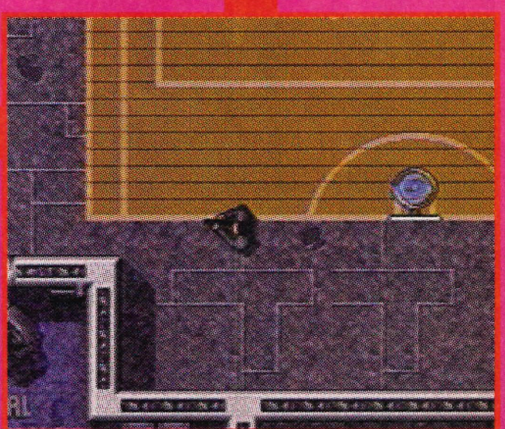


MILITARY LASER

The Laser's located in the top-left corner of the zone. Go into the room with the spinning Lasers, avoid their projectiles and shoot the small pad on the wall next to the Laser, activating it. Once the laser fires, walk through the newly-opened doorway. Go to the right and down for the deck-lift to exit the zone.





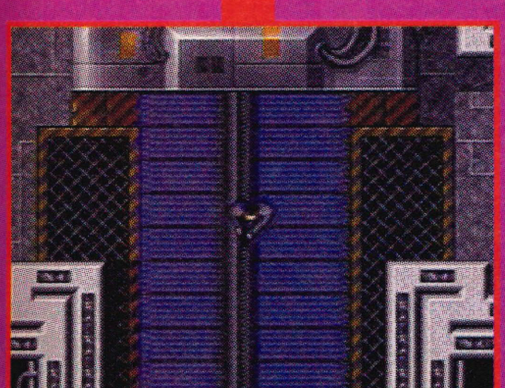


MISSION THREE

The Speed Level needs a fast trigger-finger for countering alien warriors. Shoot everything crossing your path and go to the right. Never take the central route, as nine times out of ten, they're dead-ends.

TOXIC GAS

Arm yourself with a Flame-Thrower, the only weapon for plugging the leak. Go to the top-right corner of the level and find the broken pipe. Fire the Flame-Thrower at it for a few seconds, mending the hole. Return to your start-position, completing the zone.



GENERAL SURVIVAL TIPS

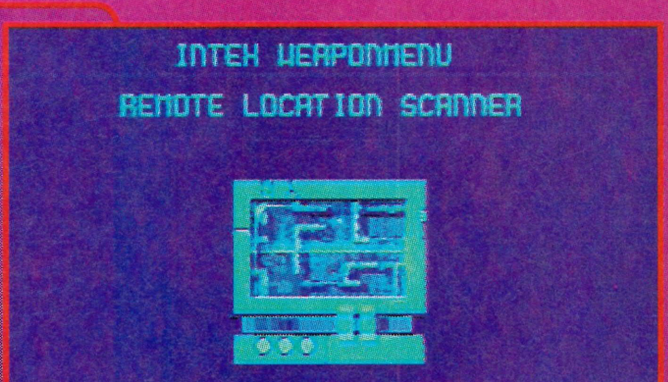
One vital tip's running from a fight. If you're faced with an oncoming alien, and your weapon isn't powerful enough, take flight. It not only saves you energy, it allows another shot.

As soon as you've found enough credits, upgrade your weapon. The one to avoid's the Flame-Thrower — it really isn't powerful enough to destroy the aliens.

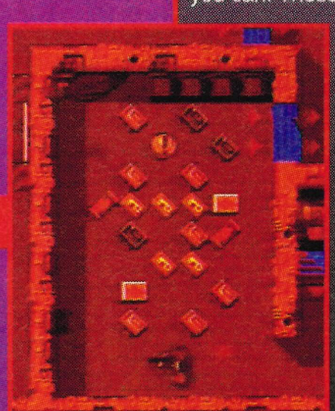
Purchase a remote Tracking-Unit as soon as you can. These are very useful when you're running in circles as they reveal a map of the immediate area, allowing you to plan your route.

The general rule with alien warriors is — if it moves, shoot it! All mobile aliens can be destroyed. The wall-guns and laser- emplacements, however, must be avoided. Keep moving at all times, giving the guns less time to lock onto your position.

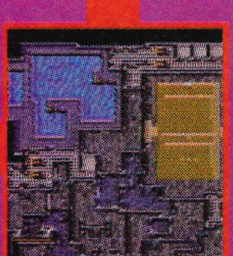
Use all ammunition sparingly, as it becomes very scarce on later levels, and it's not always easy finding a terminal and purchasing extra clips.













Playing Tips!

Lemmings™ Lifeline

If the letters are anything to go by, it seems many *Lemmings* -buffs are still struggling with brainteasers in the labyrinth of mazes found in every corner of the games. This month, though, the Lemmings Lifeline extends to readers stumped by *Oh No! More Lemmings* — we've spent many hours solving Tame Level 11. As well as getting to the bottom of this level, we take the Lifeline a step further by solving Level 29 from the Fun Zone of the original *Lemmings*.

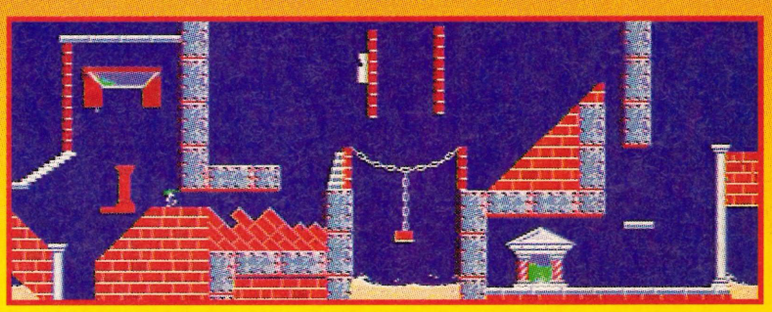
If you're stuck on any level in *Lemmings*, *Oh No! More Lemmings* or even *Lemmings 2*, then write to: Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Please remember to include the level you're stuck on, as well as the level password. Sorry, but we cannot reply personally to any problems.

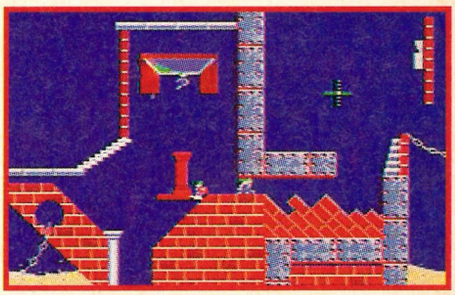
MUTINY ON THE BOUNTY

Oh No! More Lemmings
Wild Level 11

Mutiny's another of those levels where one poor Lemming does all the work, while the rest of the gang stand around twiddling their thumbs. It demands spot-on mouse-work, so make sure you get in plenty of practice before attempting this level.



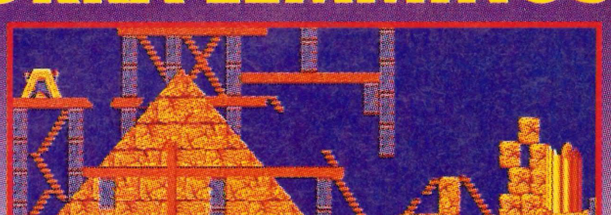
1 Wait for the first Lemming to walk back to the left. As he reaches the top of the red slope, turn him into a Builder. He creates a mini-bridge to the left, preventing the rest of the team from dying.



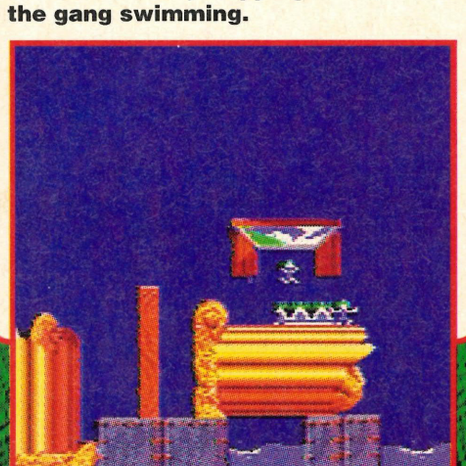
WORRA LORRA LEMMINGS

Lemmings
Fun Level 29

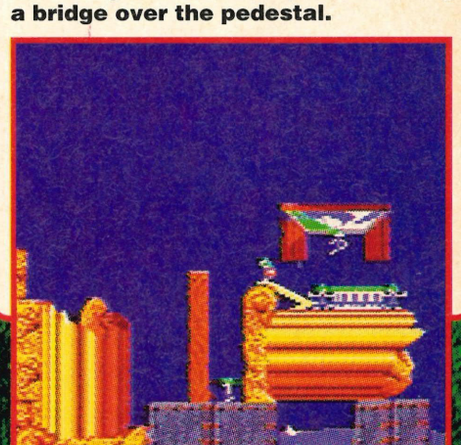
Lorra Lemmings test building and bashing skills to the limit. If you keep calm and follow our solution to the letter, you reach the next level before you know it.



1 As Lemmings fall out of their hole, they walk to the right. Turn your first Lemming into a Blocker, stopping the rest of the gang swimming.

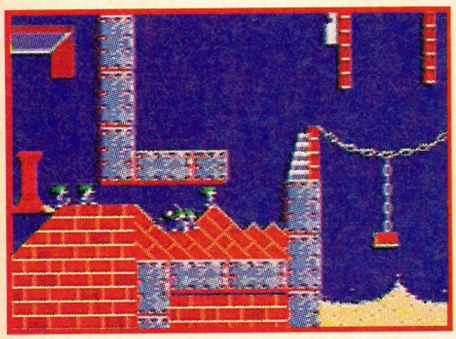


2 Convert the third Lemming into a Blocker, trapping the second Lemming next to the pedestal. Transform the snared Lemming into a Builder, constructing a bridge over the pedestal.

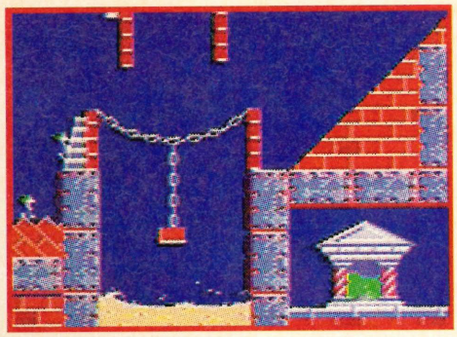


Playing Tips!

2 Transform the next Lemming into a Basher as he walks right, enabling him to smash a path through the brick-ends.



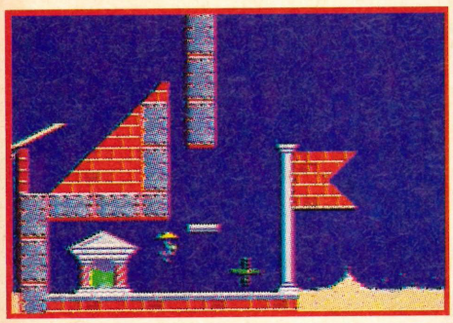
3 Lemming Three should be turned into a Climber to scale the steel wall and go to the chain-bridge on the right.



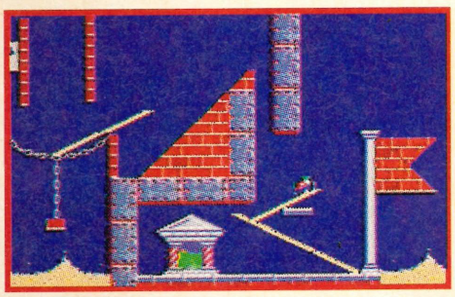
4 Change this Lemming into a Builder, halfway across the bridge. His construction work helps stop him and the others from falling into a sandy grave.



5 Allow your heroic chap to walk up the slope. But remember to arm him with an umbrella for his free-fall off the edge.



6 Following a safe landing, your Lemming strolls right and turns around. As he begins his return journey, turn him into a Builder, making a bridge to the left.



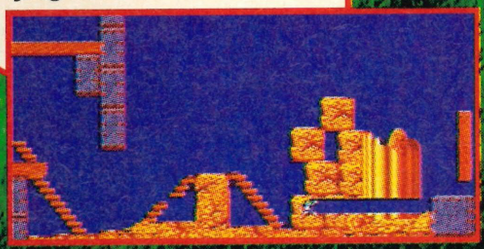
7 When the bridge reaches the roof and he turns round, build another bridge to the right. Convert one Lemming in the main group into a Builder to erect a bridge up to the platform on the right, allowing your pals to escape.



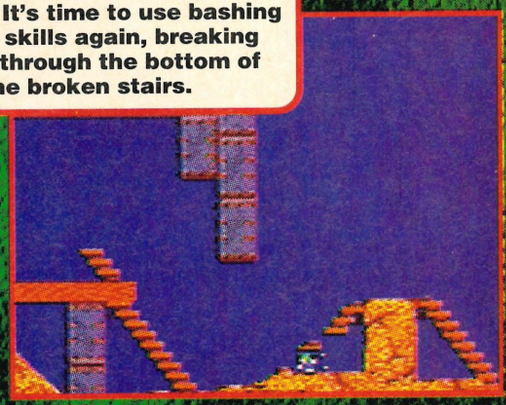
3 Let the Builder drop down into the small pit and convert him into a Basher, breaking through the wooden pole.



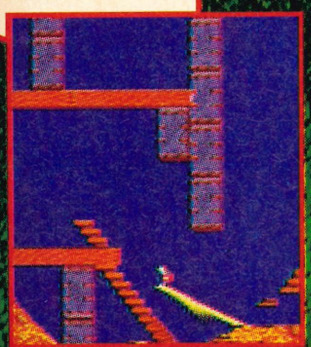
4 After he's bashed through the pole, make him smash through the next pedestal and the ground lying behind it.



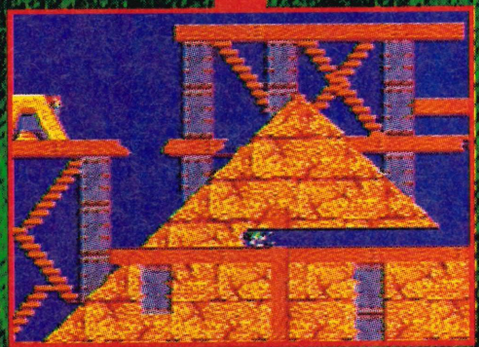
5 It's time to use bashing skills again, breaking through the bottom of the broken stairs.



6 As soon as you crash through the steps, change into a Builder, creating a bridge up to the wooden ledge on the left.



7 When you've reached the large pyramid, batter through to the left until you're at the metal block.



8 As your Lemming turns back, heading right, change him into a Builder, forming a zig-zag network of bridges up to the exit platform.



9 Blow up the left Blocker, releasing the rest of the green dudes on their journey to safety and completion of the level.



Playing Tips!

ALFRED CHICKEN

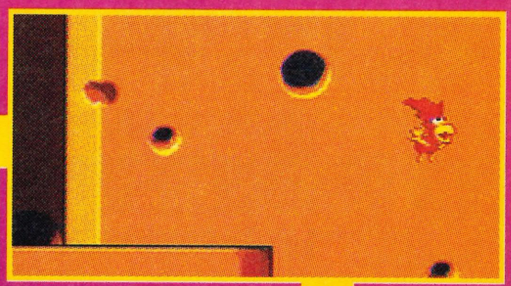
Tired of Italian plumbers, blue hedgehogs and ninjas from the Nth Dimension? Check out *Alfred Chicken*, possibly one of the strangest games around. As with many platform games, it contains the obligatory hidden zones — finding them can be a real pain, though. Hence, our AMIGA FORCE guide to finding the hidden stages in the first three levels.

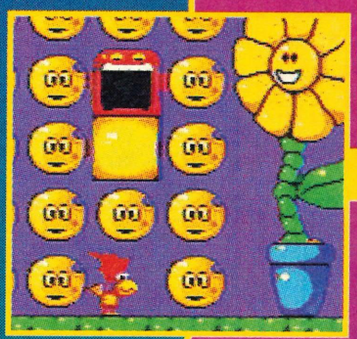
1

■ Bounce up to the doorway at the top of the first screen and enter. This brings you out in another screen, positioning Alfred right between a toy mouse and a springboard. Work your way right until you come to a dead-end wall. Jump against it and push right — if you've done this correctly, you pass through the wall and can walk right to another doorway.

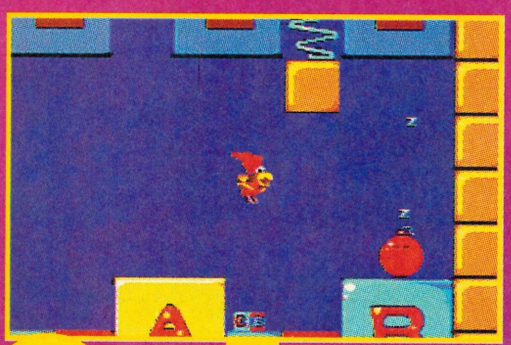
You should find yourself in the first of the Bonus Zones. Pick up the telephone and jam-jar from the plant. Once you've collected the jam-jar, the screen fills up with bonus cheese wheels.

Grab all the cheese pieces and go through the door, dropping into a room with two star blocks. Step off to the left and bounce on the spring until you reach the highest point. A doorway appears in mid-air which you should jump into to find the hidden zone.









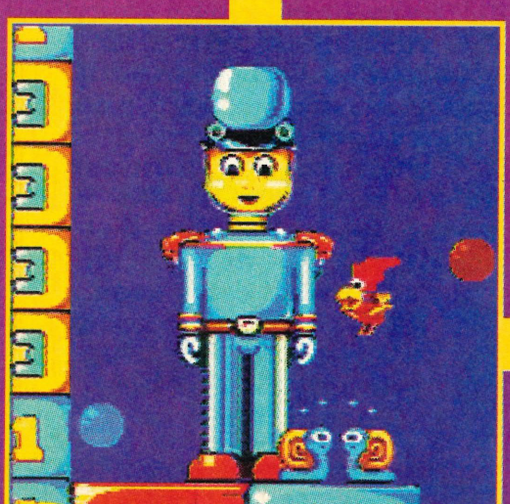
2

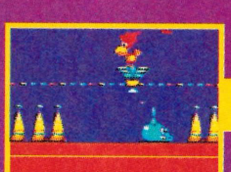
■ Move to the top right of the first screen before going left to the large toy soldier. Drop down to the soldier's feet, finding the next screen doorway.

Travel right to the sleeping bomb. Jump over very carefully so you're standing next to it. Leap straight up into the air, revealing a hidden spring — jumping onto it catapults you into the air.

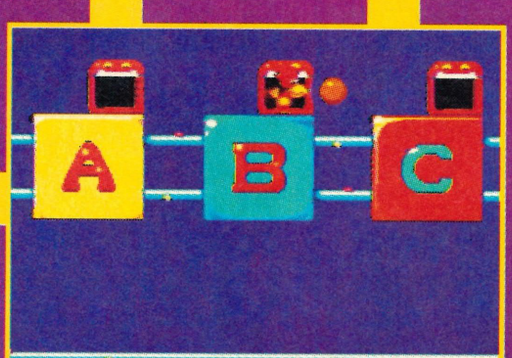
Bounce up the springs to the 'A', 'B', and 'C' blocks with the mounted doors. Doors 'A' and 'B' take you through to the next part of the level, while entering door 'C' accesses the bonus room.







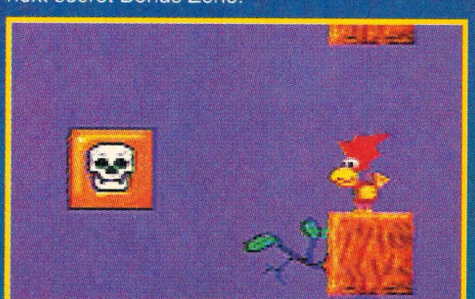


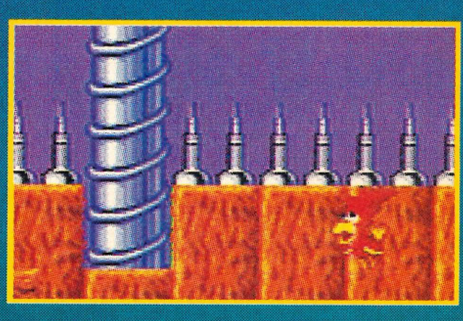


3

■ Jump up the large screws, reaching the doorway on the ledge above. Pass through the door and spring left onto the wooden block. Leap across to the left, landing on the exploding block.

Stand on it as it blows up and keep LEFT pushed. You float down through the secret passage and spikes, entering the door to the next secret Bonus Zone.





TIPS BITS

As you all know by now, this is the section of the mag written by the readers, for the readers.

If you're stumped by any part of a game, TIPS BITS, through either the A-Team or our army of readers, will endeavour to shed light on the problem. Don't hesitate to send us your scintillating new tips or any answers to queries raised in this forum.

Remember, the best tipster every month is rewarded with a free 12-month subscription to AMIGA FORCE (don't worry if you already have one, we'll renew it for you). So, send your tips and problems to: TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

EYE OF THE BEHOLDER

Q&A ■ Due to a slight technical hitch we were unable to print the second part of the *Eye Of The Beholder* solution last month. For all you who've waited so long, here's the second part of Darren Jordan's solution.

Level two

This level's filled with skeletons and zombies. If you want to avoid a fight, let your priest turn them, and you can walk past unharmed.

As you enter this level, you're faced with three identical corridors with silver locks. On the ground is only one silver key. First, open the door to the south.

The crossroads you come across spin you 90 degrees to the right each time you cross. At the west fork, the corridor ends in a 'travel' marker. Step through it. Find the other one and step through that. You enter a room with two zombies. There's no treasure, but it's good experience. Return to the crossroads.

The south fork comes to a dead-end with a floor panel. When you step on the panel, you hear a stone-grinding sound. Don't worry it's a secret door opening further in the sewer. Return to the crossroads.

The east fork takes you to a small maze of corridors which teleport you around. To avoid them, find the 'travel' markers on the walls and step through them. This way, you avoid the teleports and can reach the other side. There is a secret door at the end, and here you will find another silver key. Return to the level entrance.

Next, open the door to the east with the silver key entering an area of corridors filled with pits. Around the walls are various buttons to close them. With one you can see a floor-panel beyond. Throw something over the pit, hitting the panel and closing it. In this area you'll come across another silver key, and hear another stone-grinding noise. The ladder in this area

CUT OUT 'N CHEAT!

THERE'S NOTHING WORSE THAN GAMES PACKAGED IN HUGE BOXES THAT ARE 90% AIR — HOW BIG ARE OUR SHELVES SUPPOSED TO BE? THESE CHEEKY CHEATS WON'T EXACTLY FILL 'EM, BUT THEY'RE DARNED USEFUL ALL THE SAME.



Playing Tips!

leads down to a room underneath the pits. This is where you end up if you fall down a pit. Down here's a potion. Return to the level entrance.

Now use the third silver key to open the north door. As you step through, you see a corridor on the left that goes nowhere. This corridor opens slowly and is what's making the stone-grinding noises. You come back here later.

Most of the doors in this area appear stuck. Force them open by clicking on the bottom of the door. If you fail to open it, have a few more goes. If you still fail, rest for a while, then try again. One of the doors can't be forced open so throw a dagger through it. You eventually find more treasure and hear another stone- grinding noise. Go back to the slowly-opening corridor mentioned earlier.

The corridor's now fully open. In the room beyond, you find a stone dagger. It's not a weapon. It's a key for a magic portal found later on in the dungeon.

The door in the bottom-left corner can be opened by throwing a dagger through it. You'll come across an alcove filled with lights. On the wall is the sign 'RATS' — Rapid Action Transport System. This teleport takes you close to the door to Level Three. Don't go through it just yet.

Next, you come to a door, beyond which is a room containing a button and an inscription saying 'ENTRY LEVEL'. This is a lift. To operate it, close the door and press the button. The inscription now reads 'CORRECTION FACILITY'. You come into a room full of prison cells. In each are two skeletons. There's the odd piece of treasure to be had in some of the cells. In the southern cell, the central brick on one wall opens a secret door. This leads back into the room that's under the pits from earlier on. Return to the left.

Left again brings you to the 'DEATH SECTION'. There are a few zombies and a door that needs forcing open. Beyond the door, you find a gold key. This opens the door to Level Three. Return to the lift. Using it again takes you back to the 'ENTRY LEVEL'.

If you want to move onto the next level quickly, go back to the R.A.T.S, step through it, and go north until you find the door. Put in the key and you're off to Level Three.

If you want to explore a bit further, that's fine. Going the other way brings you into a maze with wandering zombies.

To the left are a few rooms. To open the first door, place an object on the floor-panel. In the room beyond are two doors. Behind each one are undead creatures. You can only open the north door. After the creatures are out of the way, you find a lever and a button. The lever opens the other door. The button seems to do nothing, but has opened up a new corridor in the maze, and has changed a few of the walls round. Use your map to avoid getting lost. You can now go down to Level Three.

Level three

The creatures on this level are Flinds and Kuotoas. Both can be a bit nasty. The Kuotoas' first attack is a lightning-type spell. It's best to try to avoid it, then attack before they do it again.

If you go round to the rooms on the right, you come across corridors of trapped gas. When the computer says you feel dizzy, you have turned around 180 degrees. Just turn back round and carry on.

Going to the left takes you into the rest of the dungeon. First, you come across another R.A.T.S. If you use it, it teleports you almost to the end of this level. A good way, if you want, to skip it. But you miss out on all the fun!

Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!

Dynablaster

XXXXXXXX

A handy set of codes for those later levels:

3-1: MXVCLSAH
4-2: ROCEGMPU
5-1: ROLCLSEW
6-1: ROFVWBNL
7-3: MAREWGKP
8-2: MXAEPMYH

Parasol stars

OCEAN

Type CYNIX while playing, then press any of the following keys to access these cheats:

C: Extra credits
X: Skip to next level
B: Enter bonus screen
M: Gives you all three stars
G: Kills all the enemies

Use 1-7 and F1-F10 to skip to those levels.

Mean arenas

ICE

To jump to any level up to 20, simply type the level number you require in the password screen.

Woody's world

DMI

A few handy passwords for all you Woody fans:

AHJBEAEA,
MODNAAOG,
OKDNFAPK,
MPDNGAMF,
MKDNCAIK,
OIHMOACO.

Xenon 2

OCEAN

Pause the game and type in RUSSIAN AIR. Unpause and use N to skip levels.

Stardust

BLOODHOUSE

Enter the following passwords to help you further into the game.

CDSSUAAAAMGL — World Two completed.
CISUVAATANGK — World Two completed with lots of lives and weapons.

Iotus 2

ELECTRONIC ARTS

Enter your password as TURPENTINE for unlimited time. Alternatively, enter the password as DUX to play a 'hidden' game.

Assassin

TEAM 17

Try typing in these names on the high-score table for a few surprises: ASSASSIN, SUPERFROG, ALIEN BREED, PROJECT X.

Sink or swim

XXXXXX

To finish the game faster, type in this code: FIELDSOFDOOM.

The corridor after the R.A.T.S has a teleport-trap and you're teleported back to the end of the corridor. This seems to work only once, so try again. If it does it again, try walking along the corridor backwards or sideways. Once round the corner, search for the button opening a secret room.

At the next junction, go south to the door. In the room beyond are three silver locks. You should have a few silver keys from the last level. Opening any of them reveals a button. But, you should push the middle button to reveal a secret passage. The others aren't very pleasant to you.

On the map on the right is a small room. Outside is a silver lock. Round the corner is another silver lock. If you open the lock by the door, it opens, but also puts you in the middle of a group of Kuotoas who attack from two sides at the same time. Not nice! Instead, open the silver lock round the corner. It still opens the door, but only subjects you to one Kuotoa.

Eventually you come round to the room with all the drainage holes. To enter, place the gem you should have found, into the square hole. When you enter, to your right is a floor-panel with a rock. Step on it. This opens and closes some pits. Now carefully walk round the room. There's only one route for you to take. You come across more floor-plates. Stand on them. Basically, if you see a floor-plate, step on it. You eventually work your way round to the treasure. The floor-plate next to it helps you return to the door.

Next on your map is a square room with a maze beyond it. Both are full of Flinds and Kuotoas. There's also treasure in there. The room has a teleport area that moves you into another corner of the room. In the maze, you come across a set of human bones. These, too, become another party member at a later date. In the top-left corner of the maze is a T-shaped area. The corridor on the right has a secret door taking you beyond the large room on the map.

The large room on the map's marked 'MUSEUM' on the wall, and can only be entered from the door on the right. Inside are many monsters. They're not moving. You can walk past them to the other door. You notice there's treasure underneath some of the monsters. To get it, you must kill the monsters. But, if you fight a Flind, all the other Flinds wake up and attack. The same for the Kuotoas. In the first alcove's a Kuotoa guarding a shield. Killing the Kuotoa may be easy, but once you pick the shield up, all the other monsters wake up and attack. A tip's to work your way to the other door and open it. This means you won't be trapped in the room. surrounded by monsters. Then, pick a fight with a Flind or Kuotoa. Once one type of monster's dead, wake the other monsters and kill them. You may want to rest between fights. The room is now empty and ready for plunder.

Through the final door you find the other end of the R.A.T.S.

After the long corridor is the area with alcoves and dead-end branches. The alcoves each contain a pair of eyes, with one eye missing. The dead-end branches contain blue gems which fit into the empty eye-sockets. Just put all the gems into the sockets. There are several confusing teleports moving you around the corridors. It's annoying, but you can eventually visit all the alcoves after a little patience.

Once all the gems are in place, the north and south alcoves open up into a large room beyond. There's some treasure there and a choice of two ladders down to Level Four.

■ Thanks again for the excellent solution Darren, hope to hear more from you in the near future.



Playing Tips!

PREMIER MANAGER

Q&A I am a regular reader of your magazine and I am wondering if you have any cheats or tips for the excellent *Premier Manager 2*.
Jason Noteman, Preston.

Well Jason, if you take a wee peek at the CUT-OUT 'N' CHEAT section, you'll see that we have a handy little cheat. It was sent to us by Mark Chapman from Torquay.

BOB'S BAD DAY

Q&A Since purchasing Dome's excellent game, *Bob's Bad Day Out*, I've been playing it relentlessly. As a result, I've managed to reach Level 70 and I would like to share the level codes with your many readers.

2-ZBFBCYPD 3-ZBFBCYOD
4-ZCKBCXND 5-YBFBCYQD
6-YCKCCXPD 7-YCKCDXOE
8-YDPCDWNE 9-XBFCDYQE
10-XCKCDXPE 11-XCKDDXOE
12-XDPDDWNE 13-WCKDEXQF
14-WDPDEWPF 15-WDPDEWOF
16-WEAEEVNF 17-VBFEEYQF
18-VCKEEXPF 19-VCKEFXOG
20-VDPEFWNG 21-UCKFFXQG
22-UDPFFWPG 23-UDPFFWOG
24-UEAFFVNG 25-TCKFGXQH
26-TDPGGWPH 27-TDPGGWOH
28-TEAGGVNH 29-SDPGGWQH
30-SEAGGVPH 31-SEAVVHOI
32-SFFHHVNI 33-RBFHHYQI
34-RCKHHXPI 35-RCKHHXOI
36-RDPIHWNI 37-QCKIIXQJ
38-QDPIIWPJ 39-QDPIIWOJ
40-QEAIIVNJ 41-PCKJIXQJ
42-PDPJIWPJ 43-PDPJJWOK
44-PEAJJVNK 45-DDPJJWQX
46-OEAKJVOK 47-OEAKJVPQ
48-OFFKJUNK 49-NCKKKXQL
50-NDPKKWPL 51-NDPLKWOL
52-NEALKVNL 53-MDPLKWQL
54-MEALKVPL 55-MEALLVOM
56-MFFMLUNM 57-LDPMLWQM
58-LEAMLVPM 59-LEAMLVOM
60-LFFMLUNM 61-KEANMVQN
62-KFFNMUPN 63-KFFNMUPN
64-KGKNMTNN 65-JBFNMYQN
66-JCKOMXPN 67-JCKONXOO
68-JDPONXOO 69-OCKONXQQ
70-IDPONWPO 71-IDPPNWOO
S. G. Lockey, Dunfermline.

Thanks for the codes Mr S and thanks for the *Winning Post* cheats which we've included in our CUT-OUT 'N' CHEAT section.

This month's subscription winner is S.G.Lockey for his ace Level Codes to *Bob's Bad Day*. Stay tuned — more next month! Our readers are demanding more and more tips and cheats as they grapple with the best in Amigadom. Don't hesitate to send them in — remember, a year's subscription to AMIGA FORCE is awarded to the tipster offering the best in the postbag.

Cabal
XXXXXX
Type SCHLIKA at any time, making the border flash. Now use F2 to skip levels.

John Madden
ELECTRONIC ARTS
49'ers fans should try these codes to take you all the way to the top:
Quarter-Final — 6662200
Semi-Final — 6272200
Final — 6672204

Rainbow island
OCEAN
To enter the secret room, collect the diamonds in this sequence:
Red, Orange, Yellow, Green, Blue, Indigo, Violet.

Populous 2
ELECTRONIC ARTS
When you use lightning on anything, press 1 and release the mouse-button. Lightning now continues until you press the mouse-button again. It costs nothing to carry out this cheat.
Enter your code as ADKIUCMCZNDIFINL for maximum experience in all areas.

Hunt for red October
XXXXXX
If you're surrounded by enemy ships, simply save the game. When you restore it, all ships will've disappeared.

Dalek attack
ADMIRAL
Type ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS.
If it doesn't work, try swapping the names around or entering JAMES BOND instead of ROGER MOORE.

Alien breed 2
TEAM 17
Enter any of these codes on the password screen to boost your ratings.
EFFECT CODE
50,000 Credits 736353
Level Skip(press N) 243433

50 Keys for each player 378829

Premier manager 2
GREMLIN
Use any of the following telephone numbers to enter a hidden Fruit Machine. The machine has different combinations giving both good and bad effects.
896610, 602114, 220769, 250967, 000123, 781560.
Dialling 089869 allows you to contact the club secretary.

Lostpatrol
OCEAN
This one takes a while to carry out, although it's well worth the wait. Rest for 50 minutes and for no loss of food your strength and morale is restored by a few points. This may not sound that impressive until you realise that this restores all of your remaining men to 99%.

Hook
XXXXXX
Go to the Bait and Tackle shop and pick up the mug next to the candle. Repeat the pick-up in the space where the mug was and you'll get every item to complete the game.

Alien breed 2
TEAM 17
Here are the all-important codes for the original version.

LEVEL	AREA CODE
1 Landing Pad PT 1	098654
1 Landing Pad PT 2	736353
1 Landing Pad PT 3	243433
1 Landing Pad PT 4	378829
1 Landing Pad PT 5	000000
2 Civilian Zone 2	353828
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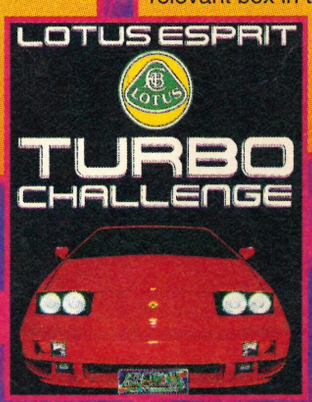
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LOTUS ESPRIT TURBO CHALLENGE

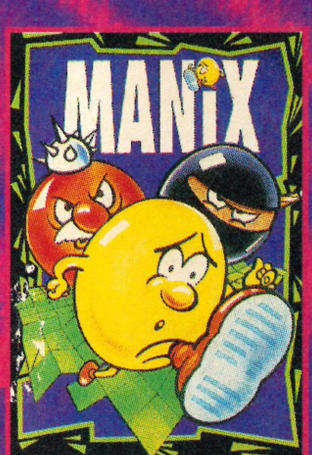
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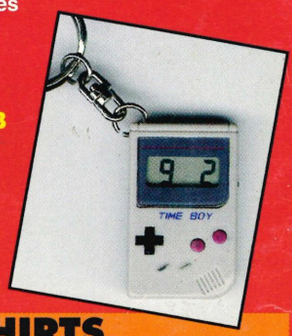
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